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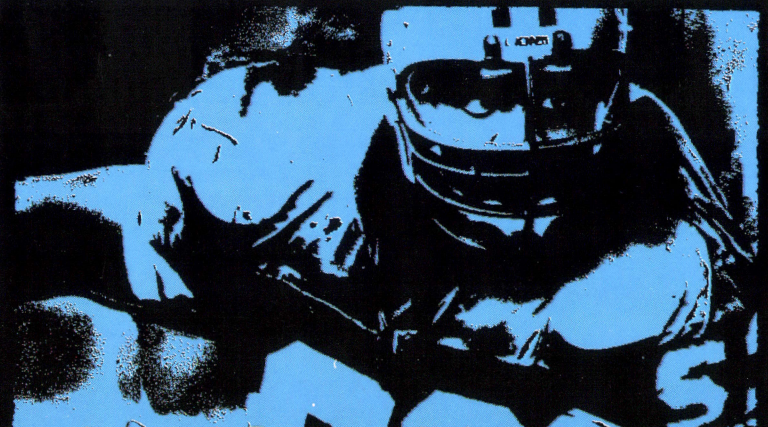


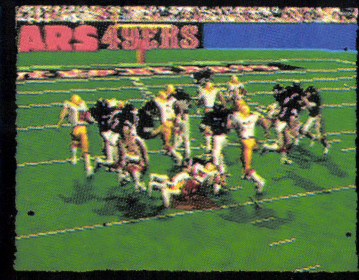


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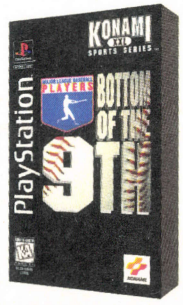
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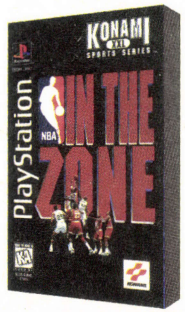
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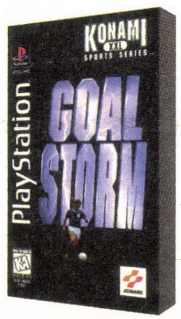
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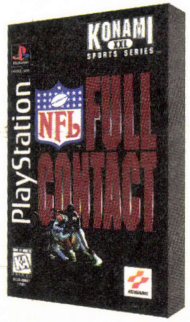
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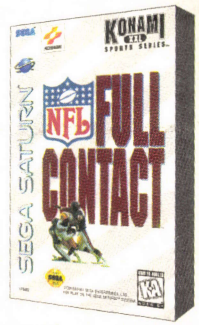






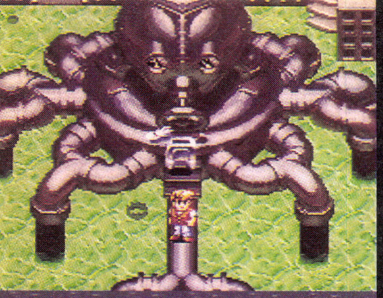




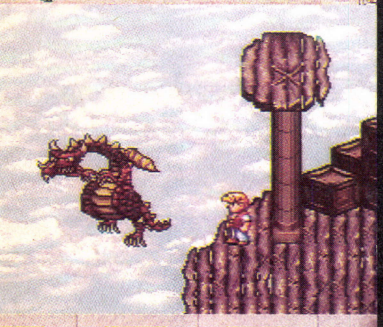


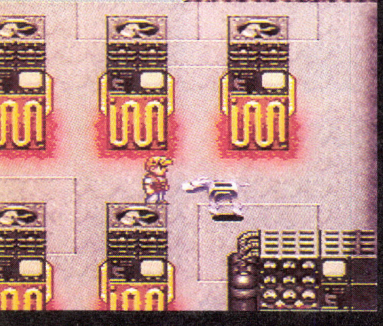
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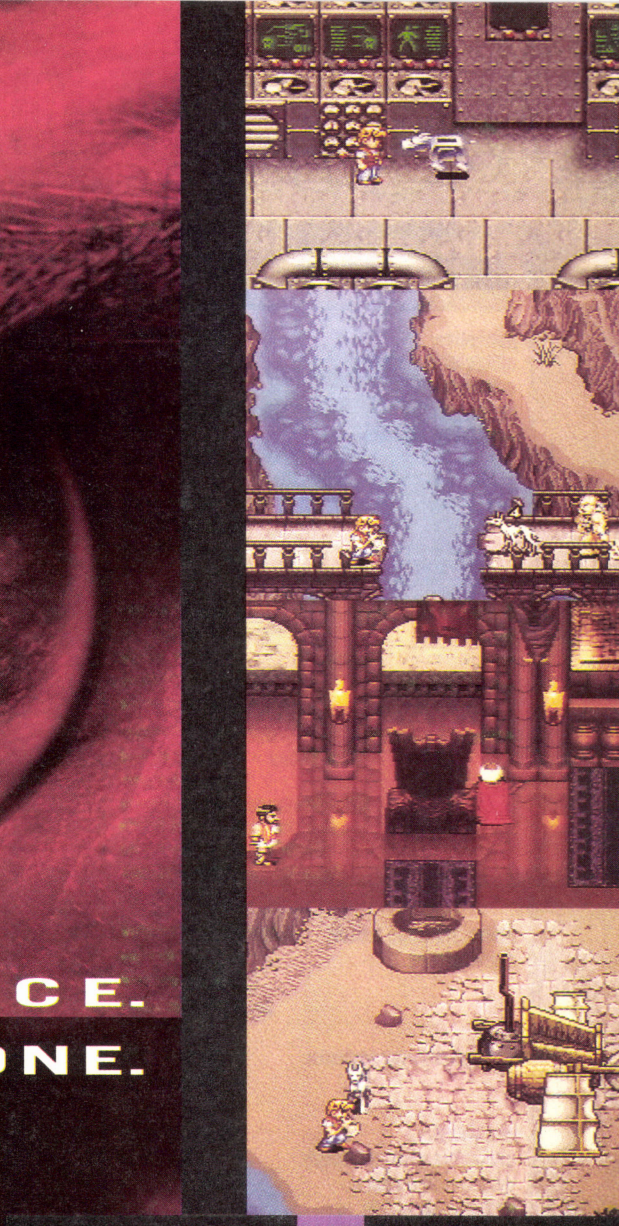
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EGM²

January, 1996

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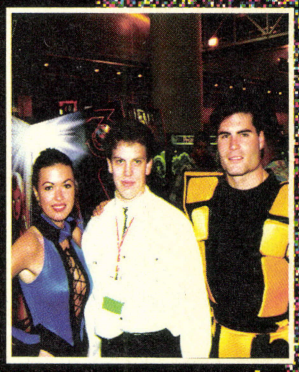
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INTERNET: INFO IN AN INSTANT

EGM/EGM² has always prided itself on being not only the biggest and best magazine, but also the one to have **NEWS-BREAKING INFORMATION FIRST**. However, there is a new driving force of information and its speed makes all other forms of media look like they're standing still: the Internet. This seemingly new frontier posts information faster than any magazine, newspaper or TV show can. As a classic example, the **SHOSHINKAI SHOW IN JAPAN** was held the day after Thanksgiving, and on that same day stories were already circulating online. Where magazines and other paper products have lead times to worry about, the Internet's only medium is the phone lines. Every magazine must be printed and distributed, which creates a time interval between when the information was actually compiled and when you read it. However, messages on the Net can be composed and posted in a matter of minutes, not days or weeks. This leaves the Net as the most **EXCLUSIVE AND INFORMATIVE SOURCE FOR INFORMATION.** Its ramifications are such that it seems any other form of reporting is almost obsolete. Fortunately for magazines, not everyone is connected, or they've simply chosen to stick with the paper products. The Net is very quick but it is still young and doesn't contain all printed publications. It is easy to speculate that as the Net grows, more and more printed material will appear on the Net. ***EGM*** has already jumped on the bandwagon with NUKE and NUKE+ on MSN. Only portions of the magazine appear online, but the info is some of the best. In time, it's conceivable that **AN ENTIRE ISSUE CAN BE PLACED ONLINE** with not only pictures and text but real sounds and animation via I-wave, Java or Blackbird.

The big question is whether the increased speed of the Net will continue to draw people to online sources for information or whether they are still going to stick with the tried-and-true magazines. There will always be the obvious benefits of having the ability to carry and share magazines, but in a world fueled by competition, the younger and more restless generations will always want things **FASTER, BIGGER OR BETTER**. Yet, if you're considering all the money invested in the printing industry and the fact that people are so acclimated to magazines, this dismantling of the industry will take a long time. Whether fast or slow, good or bad, paper or electronics, isn't information all about money and who will buy it? As long as people still read magazines, ***EGM/EGM²*** will be there **PUSHING THE LIMITS** of the paper media.



by
Howard Grossman
Senior Editor

The #1 comic book is now a hot new video game!

A MATCH MADE IN HELL



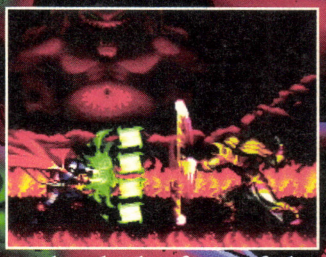
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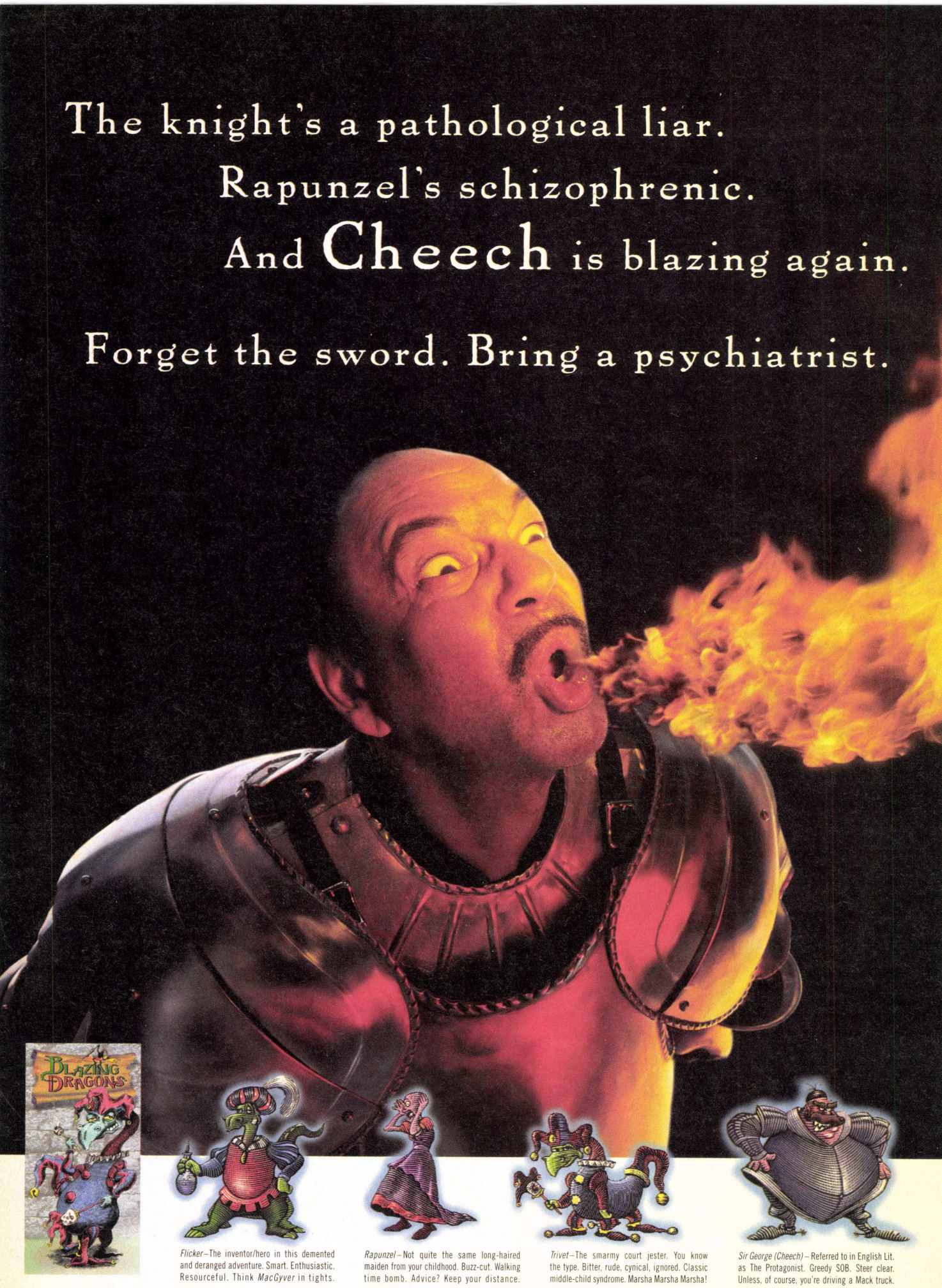
KIDS TO ADULTS
AGES 6+

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Rapunzel's schizophrenic.
And Cheech is blazing again.

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Sir George (Cheech)–Referred to in English Lit. as The Protagonist. Greedy SOB. Steer clear. Unless, of course, you're driving a Mack truck.

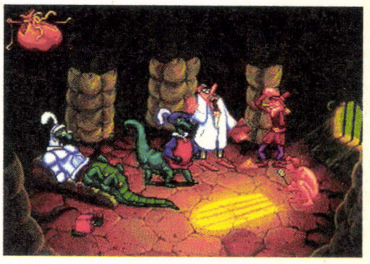
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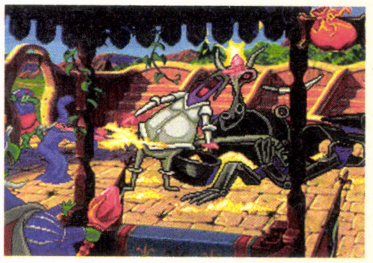
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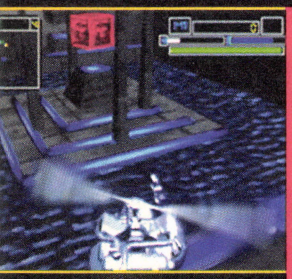
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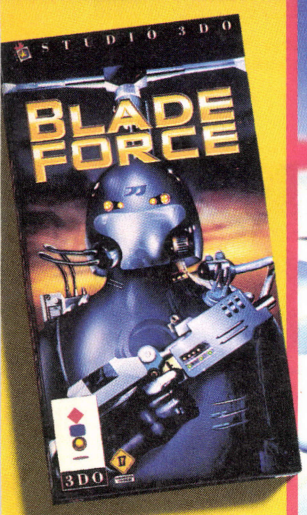
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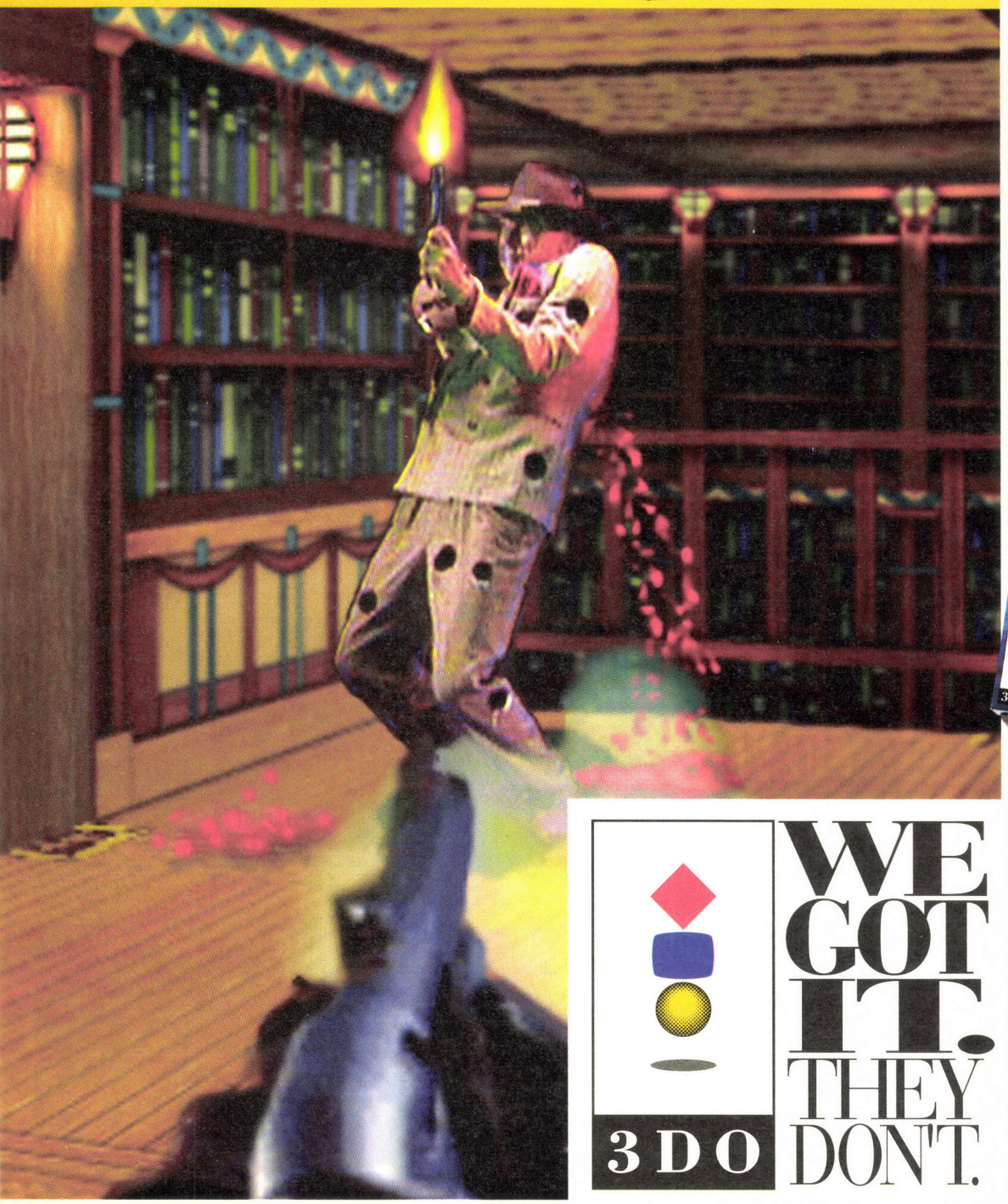


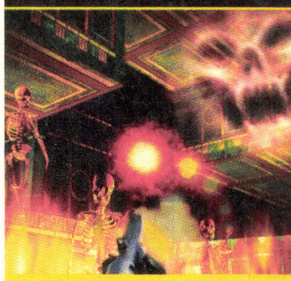


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Some old characters and new faces break out in Street Fighter Alpha. Check out the 14-page, out-of-this-world strategy guide on this awesome fighting game!
The story begins on 72!



COVER STORY

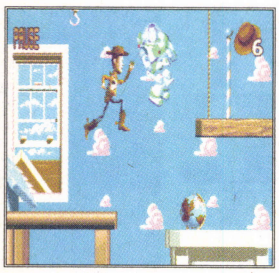
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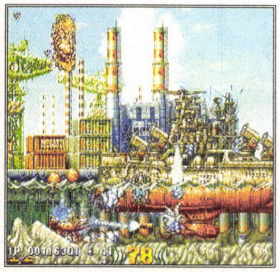
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PREVIEWS



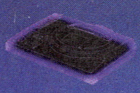
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3DO 47
Fly through realistic-feeling simulations with Phoenix 3!



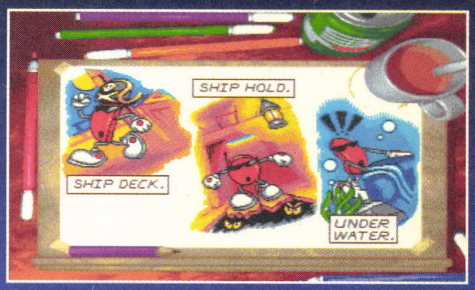
GENESIS 49
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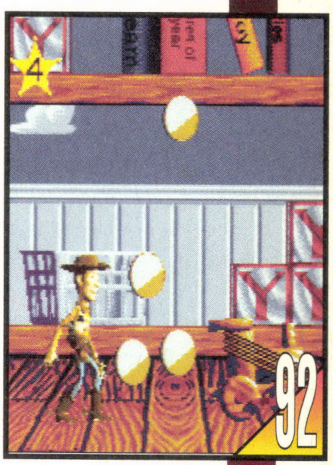
BEFORE ANYONE HEARD OF SF OR SF2, THERE WAS A TOURNAMENT KNOWN AS SF ALPHA!



Adon? Charlie? Birdie? And what are Guy and Sodom doing in a Street Fighter competition? All these questions will be answered in this killer 14-page strategy guide for Street Fighter Alpha. Every move for every character (even Akuma and M. Bison) is shown in this issue of ***EGM²***, and we aren't talking just super moves either. Also detailed are Buffering Moves, Neck Kicks, Crossovers, Chains and a whole lot more. Practically each move has numerous pictures detailing how to perform it so you'll know exactly how to do the move. The story begins on **PAGE 72.**

"You want to keep changing your method of attack so you won't be predictable. This way you can destroy any opponent..."

DISNEY'S AWESOME PIXAR-ANIMATED MOVIE BUSTS OUT ON THE HOME SYSTEMS!



It's fun to play with your toys on the home systems! Disney translates its hit movie, *Toy Story* into a Pixar-animated video game. Control Woody, the old cowboy toy, throughout different stages, which isn't easy to accomplish. Each stage requires its own special coordination and timing to master. Have no fear, because in this issue there are eight pages on this awesome game chock-full of detailed maps and little secrets to help you out. The control is somewhat difficult, but this shouldn't deter gamers from exploring Toy Story. The story begins on **PAGE 92.**

"Other games have icons that can be collected or disregarded. [In this game] the life-sustaining icons are crucial to your success throughout the game."

GOOD OR EVIL...THE CHOICE IS YOURS IN SAMURAI SHODOWN III!

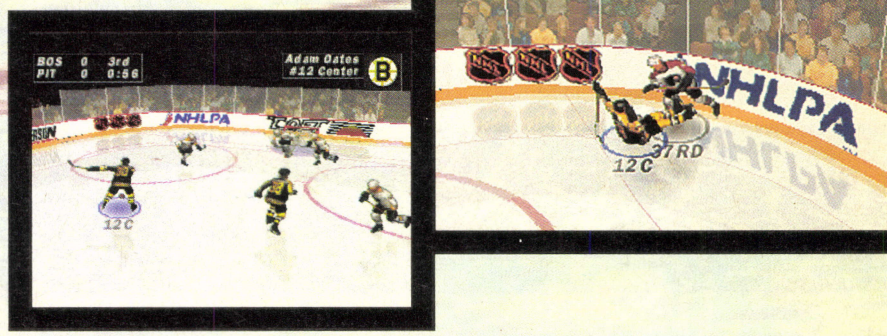


Samurai Shodown was a great game with lots of features. However, Samurai Shodown III takes all the features of SSII and blows them through the roof. This game doesn't just have the color palette change on characters, but allows gamers to choose whether to be good or evil. Depending on which you pick, your character will be very different. In this strategy, you'll find each character's good and bad persona's moves. Gamers are treated to a glimpse of the Boss Zankuro. Not much is known about him, except that he's *powerful.* The story begins on **PAGE 164.**

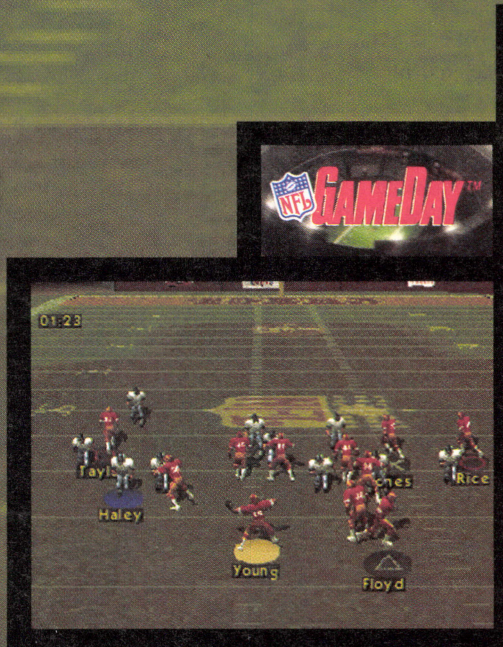
"The best feature is that you can pick to be good or evil, and your characters will be different depending on which you pick."

PlayStation



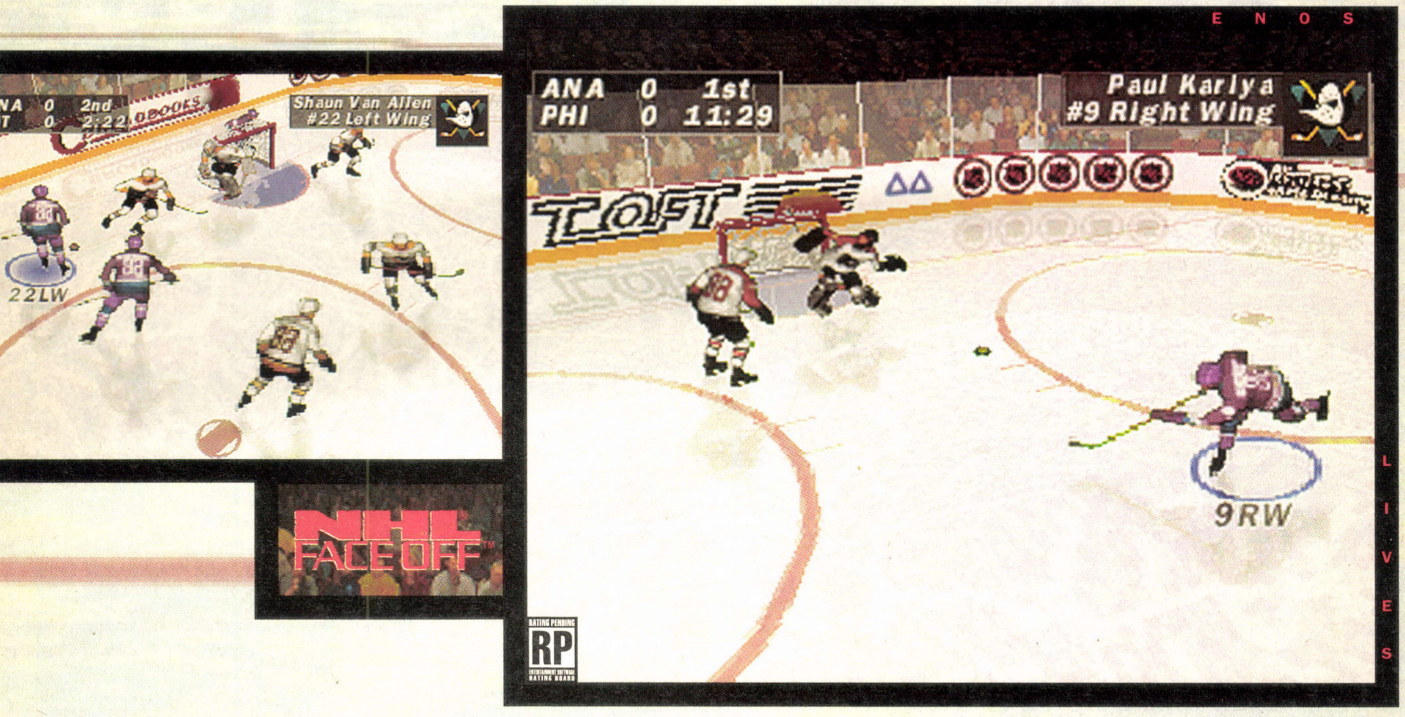


You know that dream you've always had of playing professiona

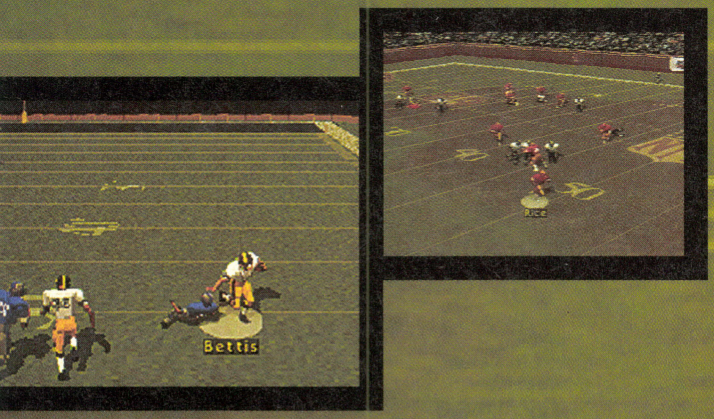




To find out more about PlayStation, check out our WebSite address at http://www.sony.com. For game hints call 1-900-933-SONY (7669). The charge is $0.95 per minute. Callers under the age of 18 must get parental and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. U R NOT READY is a trademark of Sony Interactive Entertainment Inc. Developed by Sony Interactive Studios America. Officially licensed and GameDay are registered trademarks of the National Football League. All rights reserved. Officially licensed Product of the National Hockey League Players Association. ©1995 NHLPA. TM and ® designate not be reproduced without the prior written consent of NHL Enterprises, Inc. ©1995 NHL. Officially licensed Product of the National Hockey League ®. NHL is a registered trademark and Face Off is a trademark of the NHL.



sports? Well, it's not a dream anymore. It's a nightmare.



If you're not blocking a 100-mile-an-hour slapshot, you're getting trampled by a weak-side blitz. What's going on? You're on the ice with NHL® FACE OFF™ and you're on the field with NFL GAMEDAY.™ The Sony® PlayStation's super-fast 360° graphics bring you face-to-face with a Natrone Means stiff-arm and face-to-astroturf with a Junior Seau blindside sack. On the ice, you'll be trading 3-D hip checks with Ray Bourque and Jeremy Roenick, while trying to keep Mark Messier and Pavel Bure from scoring on you at will. (After all, the players have their real-life abilities.) You can even follow your stats (no matter how pitiful they are) throughout the season. Just like in the pros. Where your nightmare is every defensive lineman's dream come true.

U R NOT E™

SONY PlayStation

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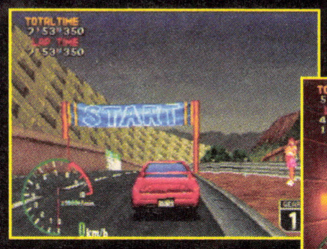
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EITHER WAY... YOU'

Features

- *Tune-up your car for maximum performance by adding a turbo charger, racing suspension, VR rated tires and much more!*
- *Blast across three grueling mountain courses in whichever direction you prefer!*
- *Unique split-screen feature merges when racing action gets up close and personal!*
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Mountain racing has a whole new perspective! In High Velocity you'll power through three gripping courses that are based on actual alpine-styled roads. You're going for the title in these unsanctioned events, where speed and timing are the ultimate test of your driving skills!

Buckle up and scream down the tracks in some of the hottest cars this side of Detroit. Race the clock in a never-ending battle of nerves vs. time as you pit yourself against roads built at the top of the world. The better you do, the more power you'll crave! Finely tuned, your vehicle can blow the doors off of anything on the road — but can you really handle THAT much power?



KIDS TO ADULTS AGES 6+

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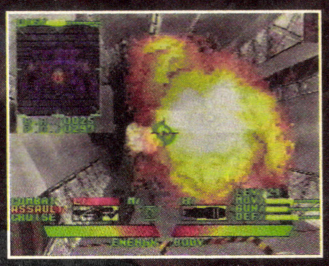
This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy Games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.

ATLUS

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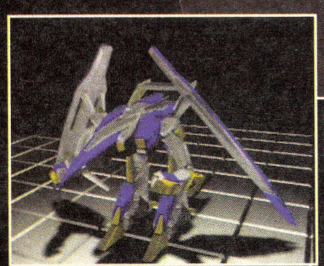
RE GONNA SCREAM!

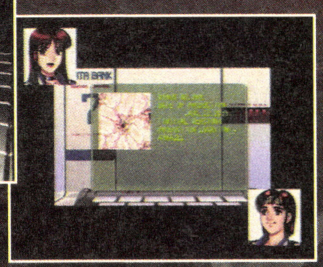


In the near future, Moonbase 'HAMLET' is overrun by alien invaders from an unknown source. The A-MAX FACTORIES Corporation sends you and five other highly-trained and heavily armed "specialists" to deal with the situation. Your way of dealing with them is to use the latest in high-tech armor and weaponry to blast them into atoms!

Travel deep beneath the lifeless surface of the moon in man-made tunnels that extend to the horizon. Explore the cavernous moon base in this gripping RPG/Action drama and get set for anything! You'll face challenges as both a warrior and a detective. Find the secret to ridding the outpost of alien invaders, then pilot your Tri-formula Griffon into the toughest fight this side of the Milky Way!







FEATURES:

- Your armor adapts into three super-powered formations: Combat, Assault, and Cruise!
- Collect multiple weapon enhancements to super-charge your Griffon!
- Obtain vital clues for the key to surviving your next assault!
- Scan enemy aliens to learn their deadly potential before you engage in combat!
- Multiple weapons arrays allow you to customize the fight to your style!

Published by ATLUS®

Developed by PANTHER SOFTWARE INC.

KIDS TO ADULTS K-A AGES 6+

PlayStation™

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INTERFACE

LETTER OF THE MONTH

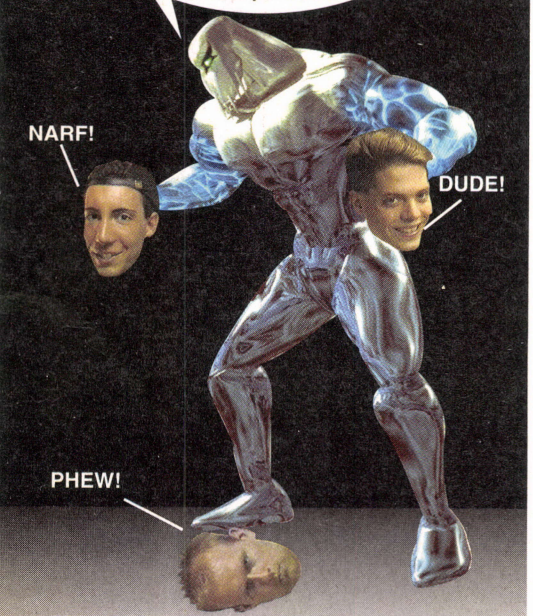
Here is your chance to tell us at EGM² and a zillion gamers everywhere what's on your mind! (If you're lucky you can even show your friends that you got your name in a magazine—and they said you'd never amount to anything...HA!) So get off your duff and write us a letter! If you don't write us now, it'll break our little hearts! Also remember that nice penmanship counts...because *we* say so!

Get ConNeCTeD!

You can reach the editors of EGM² via e-mail at NUKE_egm@msn.com. You can also get access to EGM²'s articles, reviews and more on the World Wide Web via the red-hot NUKE home page at www.nuke.com.

NUKE™

Get your letters into EGM² today or unlike Jack Frost, I'll nip at more than these editors' noses! You can reach EGM² by writing to:
Interface, Letters to the Editor
1920 Highland Avenue, #222
Lombard, IL 60148



ARCADE CONTROLLERS ARE TOO PAINFUL FOR GAMERS!

Dear EGM²,

Do you (any editor in general) prefer using stick controllers over "pad" controllers with directional buttons? (Anything's better than a PlayStation controller.) Before I ever had any experience with sticks and much experience with fighting games, I thought that you absolutely had to have a stick controller to do any good. But with two to three years of experience with pads and almost a year's experience with sticks, I've learned that, other than for a very fast back-and-forth wiggle and maybe 360-degree rotations, sticks are inferior to pads, which allow better control of movements. I'm going to tell you why: I just love going out to play great arcade games (specifically Capcom's X-Men: Children of the Atom and Street Fighter Alpha). However, I just can't stand the controls! When you've got two people playing, the controls are too close together. When the sticks are tilted, it makes it hard to move and perform specials accurately. I once tried to play Super SF2: Turbo at the arcades but just couldn't do it because the controls were literally set on the side of the control board at approximately an 80-degree angle in relation to the screen. Gee, I thought that if we were supposed to look at TV screens at sharp angles, they'd be built in a way that you had to look at them at an angle. At theaters, screens would be positioned at an odd angle instead of being perpendicular to the angle of the movie projector. The worst thing is: Sticks are painful. What I mean by painful is—because I just don't feel comfortable any other way—I place my palm on the hilt of the stick for maximum control. My palm gets really sore if I play for 10 minutes or more. Maybe if sticks had a little ball on the end, I could hold my stick like a normal person. Last Wednesday, I went to the Neutral Zone. By the time I left, I'd worn my left hand raw. A small chunk of skin had been worn off. Ewww! Once after playing SF Alpha for a long time, I looked at the controls and saw teeny-tiny bits of skin that had been rubbed off on the hilt of the stick and others laying around. Again, ewww! Well, I thought maybe wearing a glove would fix that problem, but it didn't. My palm still got sore, and the glove was wrapped around the top of the stick. Go figure. Also from jabbing buttons with my fingers, my arm gets tired, too, especially my wrists. I think I once had a muscle spasm in my right arm while I was playing as Chun Li (Rapid Kick button=Lightning Kick). My main point is (now that I've ranted long enough): Wouldn't it be great if arcade machines were built in with multi-system ports on the front so you could plug in your favorite controller? If its D-button and X, Y, Z buttons were just a little larger, my individual turbo STD SuperPad would be absolutely perfect as far as Genesis controllers go! It's the best Genesis controller I've ever seen and it's extremely comfy! Oh yeah, I can see it now...I might actually finish X-Men with somebody when Magneto starts his you've-kicked-my-a$$-with-skill-long-enough-now-it's-my-turn-to-screw-you-with-cheapness. As someone who spends a lot of time at the arcades, please relay the idea of "plug your own controllers into the machine" to arcade machine manufacturers.

Paul Smith
North Ogden, UT

Your suggestion good, but expensive. Not every arcade game can be set up for all the controllers out there, and if they could, can you imagine the price to play a game? Don't forget your controller could get damaged or stolen when lugging it from your house to the busy arcades. If you are playing so hard that you get muscle spasms, eye strain or wear a patch of skin off of your palm, chill! You would probably be surprised to find out that most arcade players here prefer sticks to controllers. It's true that most stick games are far too cramped but a lot of old timers would rather see a good joystick for the home versions. BTW: Sushi says real men use sticks!

Thanks for the great letter. Your prize is in the mail, Paul!

*Note: All floating heads in the Letters section are members of the EGM and EGM² staffs...well, except for the animal heads...maybe!

UMK3 COMING HOME SOON

Dear *EGM²*,

Recently, I've heard that the Ultra 64 will have the upgraded version of MK3. I was wondering if any of the other systems plan to come out will the new version. For example, couldn't the Genesis use the lock-on feature (used with Sonic & Knuckles) or add the new characters and fatalities to the game?

David O'Connell
Pittsburgh, PA

From what we have heard, Boon and Tobias are eager to try out Ultimate Mortal Kombat 3 using the Ultra 64's technology, but don't expect them to deny other systems the upgrade. Also, the new upgrade will be a completely new game. Sorry no lock no or memory card add-ons. The release dates are still unknown but stayed tuned for details in upcoming issues.



• **UMK3 should look as good on the home systems as it did at the arcades.**

THE NEPTUNE ISN'T NEEDED

Dear *EGM²*,

I read through Press Start section of issue #17. I was interested in the story about Sega's 32X/Genesis combo (the Neptune) and how you asked basically if it was worth making the system. Well, I very strongly believe that creating the Neptune is an extremely unwise decision. I believe that Sega would be losing a lot of moolah. When Sega had just the Genesis out (although it was beaten by the Super NES), I believed that Sega was doing quite well. Then they brought out the Sega CD, which was still great because that's what companies do to advance. Well, then they started pulling all this garbage with all these platforms. The next thing you know they'll have (after the Neptune's Genesis/32X combo) is the Genesis/



• **Should Sega delay the Neptune's release forever or add it to the stack?**

Sega CD combo, the Saturn/32X combo, the Sega CD/Saturn/Genesis combo the the 32X/Sega CD/Genesis. After that, who knows? It'll be completely mad, which is exactly what Sega has become. I think that with all these new and competitive platforms out (Jaguar, Jaguar CD, PlayStation, 3DO's M2, Ultra 64 and who knows what else) Sega is panicking. I have the Genesis/Sega CD combo and I'm selling it, or at least trying to find someone who's actually willing to take it. I've purchased the PlayStation, and I am totally worshiping it. Since Sony only has one system out, they can spend all their time devoted to it, unlike Sega that has to please so many customers with their many platforms. It's sad. I stand strong against the Neptune and believe that Sega should move on to trying to untie this huge knot they've sewn and continue to work toward Saturn games. Even the Saturn, so I've read, is put together haphazardly inside. I think it's a sign. Ya know, when someone gets over stressed, loses sleep then writes his/her suicide note because they can't take it anymore, they write the letter all sloppy and haphazard (yes, like the Saturn). Well, I've spilled my guts, but I think Sega shouldn't produce the Neptune. Hopefully we can convince them to put down that knife and not commit suicide.

(P.S. This doesn't mean I don't like Saturn. I just think the games could be souped up better and more thought out. I absolutely love Panzer Dragoon and SimCity 2000.)

James B. Graham
Port Orchard, WA

Your statement about the Saturn being like a suicide note is harsh, James. The system is a bit rough, but it's not totally doomed. Delaying the Neptune's release was a smart move. Sega needs to chill with the new releases for right now and work on developing awesome games for the systems they currently have out. Perhaps they could work on a combo that could fit all of the systems into one mega system? Imagine the space that monster would take up!

WHAT IF?

Okay, here's another chance to let your creativity really shine! Send your "What Ifs" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing that you can imagine and write it down! Easy enough!

WHAT IF...

...Barbie was more popular than MK3?
...***EGM²*** only had two pages (the front and back covers)?
...the staff at ***EGM²*** got real jobs?
...the staff at ***EGM²*** cared about something other than video games?
...***EGM²*** printed a mag about Barbie only?

Daniel James
Arleta, CA

...a new system was actually introduced at under $200?
...Turbo Grafix 16 became popular?
...Genesis owners admitted that Super NES has better graphics?
...new games were never delayed?
...8-Bit Nintendo was still top of the line?

Tim Herr
West Lafayette, IN

...there is no knowledge, that is not knowledge?
...Eyedol needed his club because he had certain complexes?
...Eyedol actually was the lady's long lost son, Billy?

Holger Meuser
Berlin, Germany

...Earthworm Jim got lost on a chicken farm?
...Beavis and Butt-head became role models for the children of the U.S.?
...Virtua Fighter 2 was made with fatalities?

Kevin Romans
Pittsburgh, PA

...Katharine Hepburn was a character in UMK3?
...I came over to ***EGM²*** and stomped on Mike Vallas?
...Pamela Anderson Lee was a character in UMK3?
...full-motion games were fun?
...Virtual Boy didn't fry your eyes?

Paul Jones
Posen, IL



READERS SAY VB IS FANTASTIC

In *EGM²* #18, we received a letter stating that the Virtual Boy wasn't worth buying, and we encouraged readers to write in with their opinions. Here are a few letters saying that the VB is okay! Keep sending in those letters regarding this 3-D system.

Dear *EGM²*,

Ever since Nintendo came out with Virtual Boy, all I've heard is a lot of griping: "It's not in color." "It costs too much." "The games aren't good." "It isn't virtual reality." Well, I have something to say to all these complainers. Nintendo could have followed the crowd and made a CD-based, 32-Bit system that cost $400. But they didn't! Instead, they came up with an original idea. Yes Sega, original! A true, 3-D, portable, 32-Bit system that has a goggle-like viewer. (It doesn't hook up to your TV.) To tell you the truth, the VB is the most fun I've ever had playing video games. I like the 3-D effects, and I don't mind the lack of color. (According to Nintendo, the system would've cost three times as much if it had been in color.) As for the games, they are all pretty good so far. Programmers will eventually be able to create better games when they get used to the hardware. Try comparing two Super NES games: one from when it first came out and another that was released recently. Naturally the newer Super NES games are better because the programmers have learned to push the hardware limit. Most of the people who complain about VB are the ones who haven't played it. Unlike games played on TVs or computer monitors, the VB's graphics offer an actual sense of depth. In other words, you can't tell diddly-squat about the graphics when you look at pictures of them on magazine pages. I'm not saying you have to like VB, everyone has the right to his or her own opinion. I'm just saying give it a try before you down it.

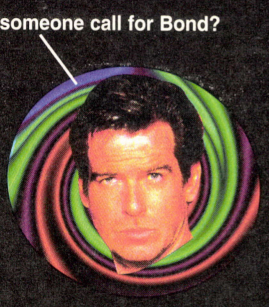
Jake Winstrom
Knoxville, TN

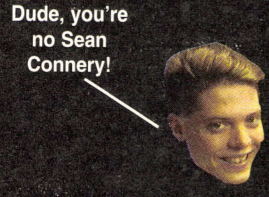
Dear *EGM²*,

This letter is to all the people out there who think that the Virtual Boy will not make it in the video-game business. First, let's talk about the Game Boy for a minute. The Game Boy is black-and-white and a lot of people like it. What is wrong with VB being red and black? I mean it is virtual reality. Isn't that enough? Second, remember when the Game Boy came out for the first time? People bought it saying, "Hey, it's a portable NES. I can take it anywhere and have fun." VB is a (somewhat) portable 3-D machine! Third, let's talk quality. I mean isn't it obvious...it's Nintendo for crying out loud! Its quality now may not be the best, but Nintendo is good enough to trust. Last, Nintendo is not going to let the VB fall off the market. I would doubt that Nintendo would make a system not good enough for people to enjoy it. They are known for making good games. Just give this system a try and I'm sure it will change your mind.

Ramon E. Cordero
San Antonio, PR

PSYCHO LETTER OF THE MONTH





Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Kyber of Fern Park, FL, who has been watching *The Tick* Saturday-morning cartoon way too much. SPOON!

Dear *EGM²*,

I just wanted to compliment your magazine and...and...AND SO HE SAYS, "YOU GOTTA DO SOMETHING SMART AND BIG (if you want to be a real villain)! HE SAYS, "YOU GOT BOMBS, BLOW UP THE OTHER MAGAZINES. YOU'LL GO DOWN IN SUPERVILLAIN HISTORY!" AND SO I GO, "YEAH BABY, YEAH! CUZ I'M THE EVIL MIDNIGHT BOMBER WHAT BOMBS AT MIDNIGHT." AH, HA HA HA HA HA HA HAAAAA! (Hack, cough, gasp!) Sorry, but anyway, I...I...I...BAD IS GOOD, BABY! DOWN WITH THE GOVERNMENT! I don't feel very well, so I'll go now. I have to go back to my cell for my nap...AHHAAHHH! (Help!)

Insanely devoted,
Kyber

P.S. I would give my name if it weren't for fear of being hurt by the other magazine editors.

Thanks for the cool Psycho letter, Kyber. Your bomb-resistant T-shirt is on the way. After reading your letter, I'm feeling monkey funky!

ENOUGH WITH THE BOOGERS!

Dear *EGM²*,

Video-game companies must think gamers are all Beavis and Butt-head-type kids. I'm referring to the grade-school humor found in games that has been running rampant. Do they really believe we think bodily functions are funny? At first, those games were kind of humorous. Now it seems every game has a fartality or booger move. Some immature people might think it is still humorous, but I do not. Just take a look at the game Boogerman. His special move is farting...how hilarious (sarcasm noted). Why can't video-game companies stop treating gamers as if they were grade schoolers and get back to making cool games?

Nick Ewin
Long Beach, CA

UNBELIEVABLE!

THUMB BREAKS FOUR WORLD RECORDS



Celebration spills over into streets after Thumb topples fourth world record in two days.

By COURT CRANDALL
ATARI STAFF WRITER



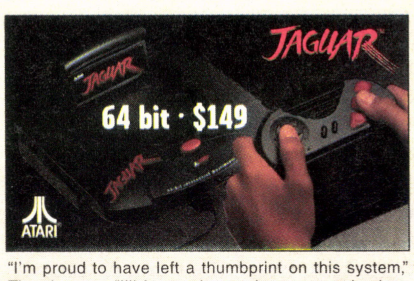
Thumb: "I'm no hero. I'm the same extremity I was two days ago."

▶ The living room- At exactly 8:37 p.m. ET, the blue guy crossed the finish line nearly two minutes ahead of the red guy in Val d'Isere Skiing and Snowboarding™ to topple the fourth world record in two days. It started Friday night with a record-breaking 140 points in NBA® Jam™ Tournament Edition, followed only hours later by a new speed record in Super Burnout.™ "There is no 'I' in "HAND," Thumb said. "Every finger played a role." By 1:34 p.m. Saturday, Thumb added a 14-stadium reign in Supercross 3D.™ The rest, as they say, is history.

▶ The deal- Moments after the fourth record was shattered, sports attorney Bob Prichard said his client and the sports world were still far apart in terms of contract negotiations. Prichard cited the discrepancy between his client's salary and those of other much less valuable body parts like the big toe, guaranteed $5.6 million per year, and the right eyebrow, which earns a cool $6.2 million plus incentives.

▶ The injury- "If we were talking about a pinky, it would be just another hangnail," Dr. Arnold Markovitz said. "But when you're talking Thumb, you're talking potential career-ending injury."

▶ The system- After the tickertape welcome home parade, Thumb dedicated his record-breaking performance to the Atari Jaguar system, and encouraged thumbs everywhere to hitchhike to their local video game stores and pick one up for the holidays.



"I'm proud to have left a thumbprint on this system," Thumb says. "I'll be ready to take on more hockey, racing, basketball and soccer games soon."

How The Records Fell

In a mere 48 hours, Thumb propels himself from body part obscurity into sports mythology.



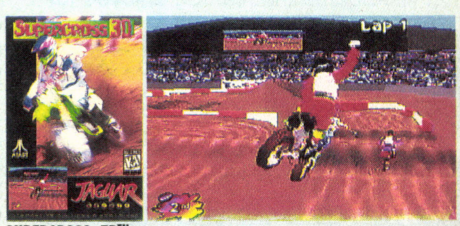
NBA® JAM™ TOURNAMENT EDITION Thumb shoots 76% from field as fingers look on in awe. Says, "It takes big calluses to beat these guys."



SUPER BURNOUT™ Riding one of six custom bikes, Thumb sets world speed record. At 143 mph, he's the fastest digit on the planet.



VAL D'ISERE SKIING AND SNOWBOARDING™ Thumb narrowly avoids freak accident with snowmobile to break Giant Slalom record.



SUPERCROSS 3D™ Overcoming serious cramp, Thumb catches air as he sweeps all 14 supercross titles.

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HIDDEN TRICKS TICK HIM OFF!

Dear *EGM²*,

My main reason for writing this letter is to express my frustration over hidden tricks in games. When does it end? When will the madness stop? Okay, I admit in the beginning tricks were fun and maybe exciting at times, but lately it seems that they are becoming tedious and overwhelming. Why do the programmers feel it's necessary to hide tricks and little tidbits of extra stuff in games? Obviously there is a money issue here. I understand that by hiding things such as "cool stuff" screens in MK3, a secret sound FX test in DKC and countless other tricks in just about every game on every system it sells more magazines and pocket guides for these games. Why can't these tricks just simply be included into regular gameplay? I would rather pay $20 or so more for a game with all the tricks and secret screens available in the regular game than to wait for months until all the tricks for the game come out through various sources. It seems a big waste of time and energy to hunt for all these tricks and secrets in pocket guides and *tons* of magazines, especially when all the best and latest coverage is here in this mag. (Insert brownie points.) So why? Why torment the gaming public in such an evil manner game after game? Does this "Big Brother" of the gaming industry know no mercy? Can he not be reasoned with? I'd like to believe that there are still programmers out there who make these games for the sole purpose of giving people a quality, fun-filled game that can be enjoyed for a long time without being taken in by the money factors of hidden tricks and screens, etc.

Michael Hutchings
Syracuse, NY



• With MK 3, the secrets are a part of the game's intrigue!

Don't let Trickman or Code Wizard hear you. Sometimes the hidden stuff is what sells a game. For example, MK3 is a good game, but people want to find the hidden characters and secrets. Finding these various elements is seen as part of the game. Also these tricks are often used to add new life to a game that you may think you've mastered. If tricks are hard to find or you don't want to purchase many pocket guides, try investing in a Game Shark or Game Genie. Or if you just don't like tricks, stick to the games that don't rely on them. Most games are good even without finding the codes.

TODAY'S RPGS ARE WEAK!

Dear *EGM²*,

I am a role-playing freak. I have all of Square's role-playing games (and I mean *all* and on all formats) and all four Dragon Warriors and a few other Enix games as well. I have noticed that nowadays I am playing my older Nintendo RPGs. Don't get me wrong, I love the new Square games, but the challenge is almost completely gone. I beat Chrono Trigger three different ways in the first week I had it! I beat Breath of Fire in less than that! However, the greatest improvements over their predecessors are the stories and the graphics, which draw you in, but only on the first time through. There's no romance to speak of...they build up the fire between the hero and heroine, but they let you down at the end. They either wind up as "friends" or forget they had romantic scenes at all. Some companies like Square are trying to increase replay value with multiple endings and hidden scenarios, but they aren't enough. They need more character interaction and vastly different endings (unlike Chrono Trigger). They also need more challenge to make a balanced meal.

Nick Talmage
Hemet, CA

Postcard Paranoia



This month's looney postcard comes from Rudy Martinez of Eagle Pass, Texas. The owner of this station wagon drove all the way from Oregon to Arizona only to have his vehicle jacked by a cactus. You just can't trust plant life anymore!

****WARNING! Our postcard file is becoming dangerously thin. Send in your crazy cards today or else this section might disappear!****



What we do every night...try to take over the WORLD!

WILL SONIC AND SATURN MIX?

Dear *EGM²*,

My favorite video games have always been Sega's famed Sonic the Hedgehog games. Let's get right to the point: I just got a Sega Saturn, and I was wondering if Sega will put ol' Sonic back into action for either the Genesis, Sega CD or Saturn?

Paul Fleming
Fredericksburg, VA

Well Paul, I have some good news and some bad news for you. The good news is that Sega will be releasing a Sonic game for the Saturn. However, the bad news is that it won't be out until mid- to late-1996! As to the other details of the game, Sega is being tight-lipped about them. Sonic may appear on another Sega system or even in the arcades, however they are trying to develop more games for the Saturn.



If Ignorance Is Truly Bliss,



You're Looking At The World's Happiest Guy.

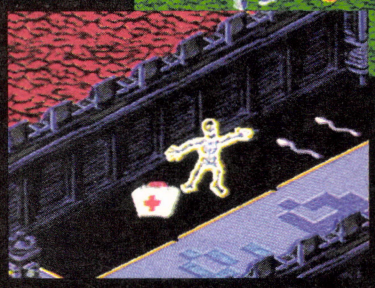
Just who are the Captain's legal guardians? The demented designers at Studio 3DO, of course. Who else would crossbreed a muscle-bound hero and a mental midget, then give him a loaded weapon? To find out what else they've got tucked in their tights, see your favorite retailer or to order direct, call 1-800-336-3506 or look us up on the Web: www.3do.com

STUDIO 3DO



He believes in truth, justice and that Elvis is alive and pro wrestling is real. He's Captain Quazar™, with a body of solid rock and a head to match – and he's only on 3DO. Brandish big weapons, shoot big criminals, and get a big…bonus from the Intergalactic Police!





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3DO

WE GOT IT. THEY DON'T.

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INTERFACE

EGM² LETTER ART



Are you thinking what I'm thinking Ron?

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal*

Put your creative skills to the test by decking out a plain #10 envelope (you know, the long, business type) with your own unique touch. Send your letter art submission to: EGM² Letter Art, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.

* Or at least get you in the magazine and win yourself something from our prize closet. (First Prize Only)!



WINNER

Congratulations go out to Michael Lee of Glen Allen, Virg., for his fantastic drawing of The King of Fighters '95. Keep sending in the great artwork!



Konica Mendez • Manama, Bahrain



Jeff Hannah • Davenport, IA



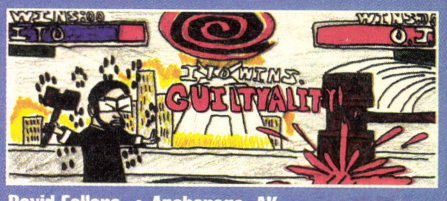
Jay Horvath • Fresno, CA



Jimmy Zhen Bei Kong • Oakland, CA



Mervy C. Pueblo • the Philippines



David Fellers • Anchorage, AK

WHO'S THIS RAIN FELLA ANYWAY?

Dear *EGM²*,

UMK3 is awesome. However, when I was watching the credits at the beginning where the characters were fighting, I saw Rain, Ermac and Noob Saibot fighting and also Smoke (he was wearing his old costume). I've heard of Noob Saibot, but I have never heard of Rain. Is he a new character? Is he playable?

Chris Harris
Hollister, CA



• Not much is known about Rain's background except that he's another human ninja.

Not too much is known about Rain's background except that he is another human ninja—like the original Smoke. Both are hidden playable characters, but they won't be on the Character Select Screen.

GAMER'S SINGIN' THE CT BLUES

Dear *EGM²*,

If MK lovers can complain about MK3, then a SquareSoft lover can complain about Chrono Trigger! Fault #1: This game is too easy! I beat it in two weeks and the only reason why I took that long was to get up to Level 99. Fault #2: cheap endings. So what if Frog fights Magus? I want to know the result, not see some dumb shadow of someone on top of Magus' castle! I don't care if the game begins all over with Robo and Atropos taking Chrono and Marle's place. Who cares if Chrono turns into a reptile? Square doesn't know how to finish a game right anymore. First that stupid half-hour scene of multiple views of the airship (in FF3), and now this! Fault #3: cheap monsters. Sorry, but I kick butt too early in this game. Spekkio is the most challenging fighter, but he uses attacks that are usually predictable. Fault #4: no personality. You may like the game because Akira Toriyama did the characters (I'm not referring to *EGM²*'s opinion; it's just a general statement), but they don't have enough personality to make up for their bad attacks. Tell Square to work harder, because I got more entertainment out of Secret of the Stars than this cheap garbage!

Daniel Z.
W. Hollywood, CA

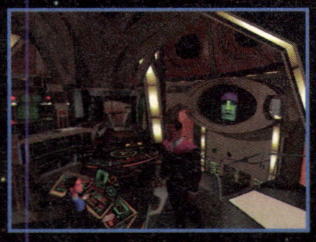
According to RPG fan John Gurka, he finds the game very stimulating and disagrees with your opinion.

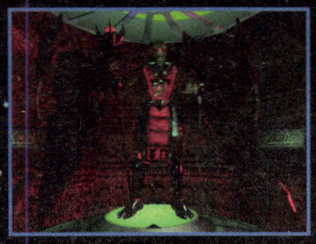


I think so Dude...but I'm still pickin' the bugs outta my teeth from the last time we did that!

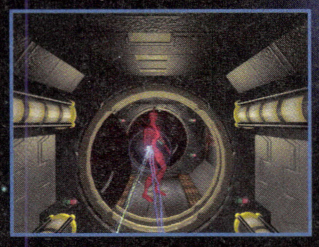
This month's letter column was brought to you by Katt who has been skipping meals to open all the mail and to get the Interface section done on time. Recently, an old beggar woman offered to buy her a bowl of soup. "Is everyone in cahoots with my mother? I'm not that thin for crying out loud!"

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A Doomed Planet.
An Angry Alien.
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CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY ONLY ON 3DO PH

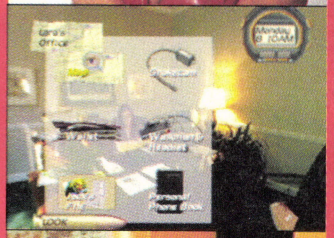
BATTLESPORT ONLY ON 3DO STAR FIGHTER ONLY ON 3DO SNOW JOB ONLY ON 3DO

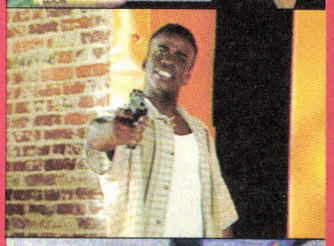
Sex. Drugs. Violence. Weapons. San Francisco. Men In Tights.

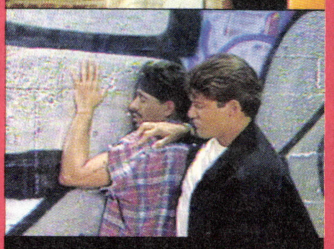


SNOW JOB™





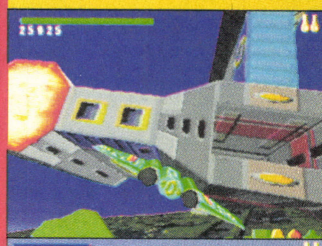




Tracy Scoggins (*Dynasty, Lois & Clark*) is New York assistant DA Lara Calabreeze - the long arm (and legs) of the law. One of 20 suspects is out to snuff her. No wonder her fuse is shorter than her skirt. Guns, gangs, strippers. Quick. Somebody frisk me.



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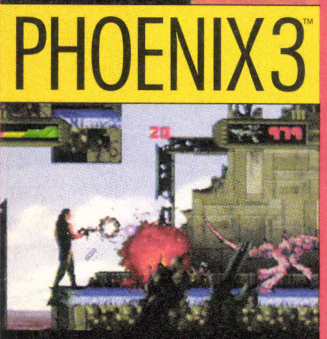
STUDIO 3DO

3DO, the 3DO logos, BattleSport, Captain Quazar, Golden Gate: Treasure by the Bay, Phoenix 3, Snow Job and Star Fighter are trade-

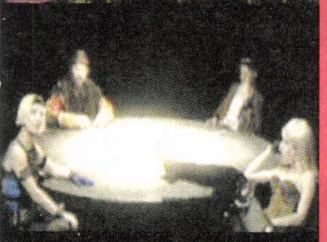
REASURE BY THE BAY ONLY ON 3DO PHOENIX 3 ONLY ON 3DO

NIX 3 ONLY ON 3DO BATTLESPORT ONLY ON 3DO STAR FIGHTER ONLY ON 3DO SNOW JOB ONLY ON 3DO CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY



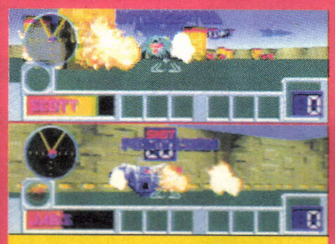


PHOENIX 3™





Like great space combat and bitchin' weapons? So do we. As hero Derek Freeman, you must locate starships and brave pilots to fight some surly aliens. Of course, that entails shooting the green snot out of them. Can't we all live in peace and harmony? In a word, no.





BATTLESPORT™



Arena football meets General Patton. You choose a tank. You load up on firepower. You enter the arena. You try to score goals while opponents try to blast you to hell and back. It's a sport where a cup doesn't offer much protection.





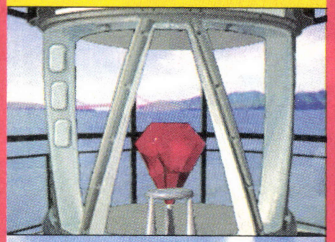








GOLDEN GATE: TREASURE BY THE BAY™

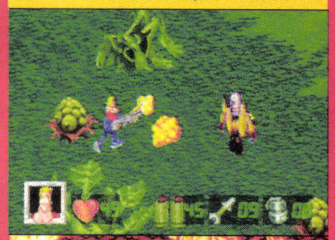




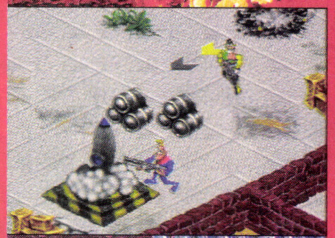
Someone left more than their heart in San Francisco. It's hidden treasure, and no Tony Bennett around to help you locate it. Decipher puzzles, scour for clues amongst the 3000 beautiful watercolor images of the City by the Bay. Like MYST? You'll love this.

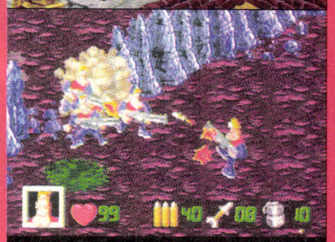


CAPTAIN QUAZAR™









"Look! Up in the sky! It's a rocket!" No, it's a grown man in very snug tights. Meet Captain Quazar - the bumbling superhero with powers far beyond mortal men (and brains far below). Battle evildoers with an arsenal of weapons and the wits of the witless Captain.



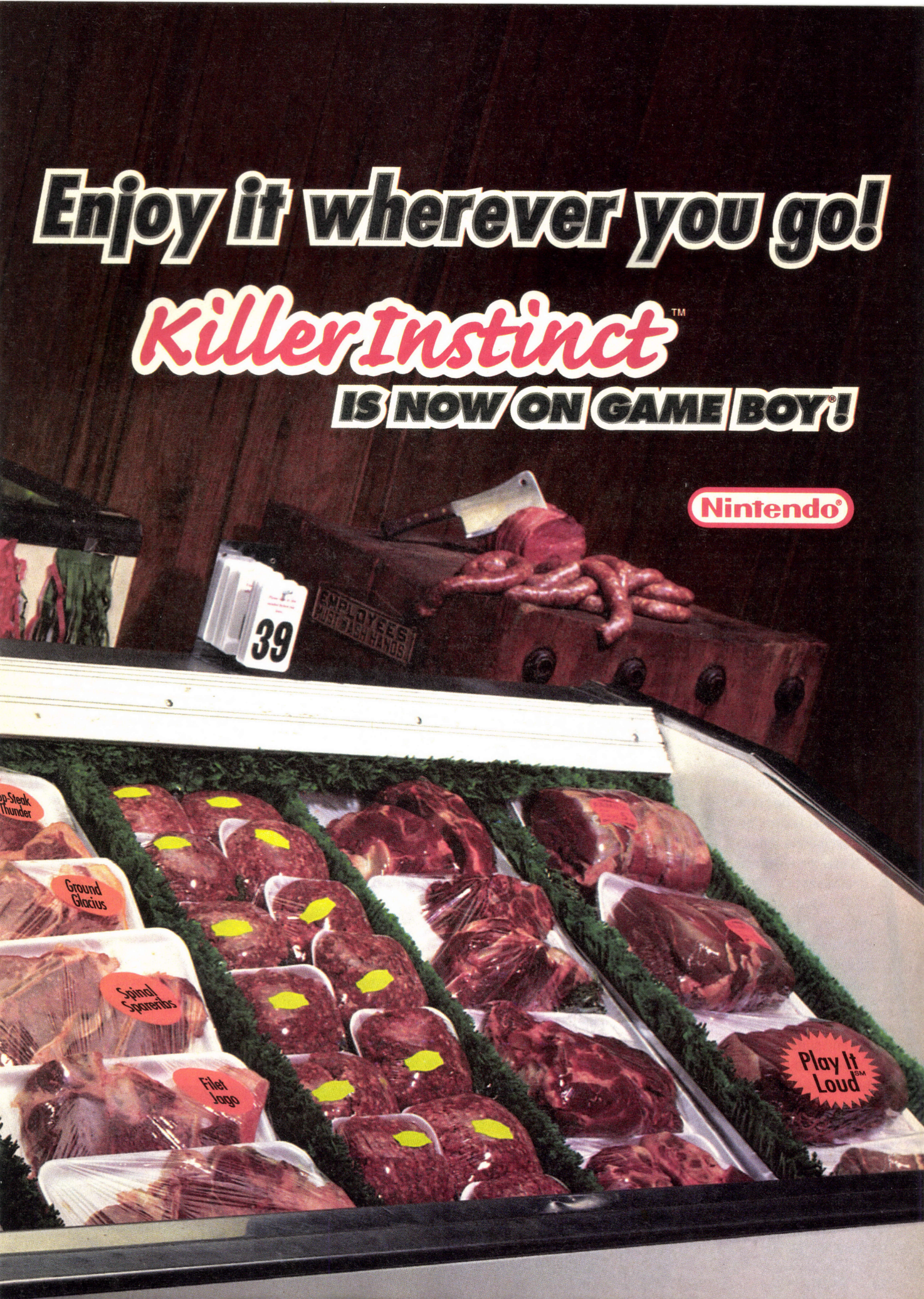
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ONLY ON 3DO CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE

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PRESS START

SONY SIGNS DEAL TO JAM ON PLAYSTATION

In last month's ***EGM²***, it was reported that Quest for Fame, an interactive music game for the PC, was headed to the PlayStation.

Sony Computer Entertainment of Japan has made it official by signing a deal with the game's developers, Virtual Music Entertainment, to create several PlayStation titles, including Quest for Fame. The company is best known for creating the Virtual Guitar, an electronic instrument for the PC.

The Quest for Fame PC game comes with a Virtual Pick (above), a special accessory that lets gamers play along to Aerosmith tunes. The pick needs only to be drawn along any surface to work.

It's expected that the Virtual Pick will be made for PlayStation use, meaning that gamers will soon be able to have jam sessions on the PlayStation. As of this point, only a 1996 Japanese launch has been announced. ***EGM²*** will keep you posted on plans for the U.S.

AIMING FOR NO. 1



If the video-game market has taught gamers anything, it's that it's impossible to stay at the top.

Ask Atari, which once owned the market with the 2600. Ask Nintendo, which once owned the market with the NES.

Bottom line: The home console market is as volatile as the stock market—a fortune in stock can be wiped out almost overnight.

Sega must have realized that the key to success is the same as that of any sound investment strategy: diversity.

This year has been a year of rapid changes for Sega. It unveiled the Sega Saturn this summer, created a new PC software division, brought out the Nomad portable game machine to a nationwide market and opened up the first-ever interactive theme park. It seems that Sega is making its way to the forefront of gamers' minds.

SEGA'S DIVERSE GAME PLAN COULD MAKE IT THE TED TURNER OF GAMING

After a less than gangbuster start, the Sega Saturn is clawing its way back, thanks to an aggressive radio/TV ad campaign (that tells gamers to return their Sony PlayStations) and a string of excellent new titles.

"Second-generation software that's now being produced for the Sega Saturn has really turned people around and made them believers," said Neil Cohen, Sega of America's vice president of marketing and communications. "Publications, analysts and people who had initially seen the machine who said, 'It's really not that great' are now singing its praises."

PR smoke or not, Sega's arcade arm gives the Saturn a

Entertainment

Sega in late November opened the first of a series of high-tech entertainment centers in Irvine, Calif. Dubbed Sega City, conventional rides will be shunned in favor of virtual-reality systems, flight simulators, special interactive rides and, of course, multiplayer arcade games.

This site will test the marriage of theme park and video game. If successful, it could breed scores of similar sites across the country. With Sega's strong arcade heritage, this is one market it could own exclusively.

If nothing else, these centers will serve as prime testing grounds for its new arcade and console games.

{ An introduction to the hierarchy of Doom. }



Cyberdemon



Spider Demon



Revenant



Mancubus



Arachnotron



Imp



Lost Soul



Cacodemon



Baron of Hell



Knight of Hell



Chain Gunner



Demon



Spectre
(invisible)



Former Soldier



Former Sergeant



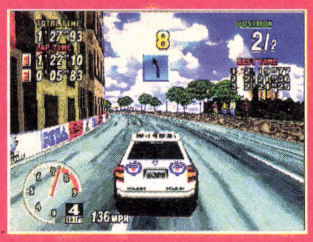
You

{ Custom Edition for the Sony Playstation. }

Doom. The Sony Playstation Custom Edition. Over 50 levels of madness and mayhem from Doom I and II. Plus all new levels of destruction as well. Every weapon, monster, and surprise you loved before. Plus a two-player Deathmatch mode for when you're feeling really nasty. The nice thing about Doom is you always know where you stand. Even if it's at the bottom of the food chain.



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Sega Saturn

Sega's next bread-and-butter system is pulling out all the stops against the Sony PlayStation. The Saturn does boast the only shooting game, Virtua Cop (left). Sega hopes to transfer the Genesis' title as superior sports console to the Saturn with games such as World Series Baseball (above) and Sega Rally Championship (at top).

strong base to build on. Titles such as Virtua Cop and Sega Rally Championship offer gameplay (and in the case of Virtua Cop, a new gun peripheral) that won't be found anytime soon from Sony.

However, it's Sega's other ventures that are rapidly turning it into a video-gaming jack-of-all-trades.

Sega's most interesting offshoot is its plan for location-based entertainment. The company is combining the appeal of the arcade with the drawing power of a theme park.

The result is Sega Center in Irvine, Calif., a healthy mix of virtual-reality machines, simulators and multiplayer arcade games.

"We're taking our 40 years experience in interactive amusement hardware technologies, 3-D computer graphics and amusement game design to…bring bright, family-oriented venues to the U.S.," said Al Stoen, president of Sega Enterprises (USA).

Is Sega spreading itself too thin? Sega doesn't think so. It's managed to coordinate its arcade and home console operations well enough.

More importantly, all of Sega's new ventures have common ties to each other, so a technological advance in the arcade unit can be readily applied to the home-console and amusement park, for instance.

How successfully Sega can coordinate these different ventures remains to be seen. However, this consolidation of different talents under one roof could prove to be Sega's formula for success. They are aiming for the stars.

Nomad



"Entertainment in Transit": Sega's avant-garde way of saying portable gaming.

Sega may have hit paydirt by shifting the Genesis from a home platform to a portable unit, keeping 16-Bit a viable technology to work with. It's certainly a leap over Nintendo's Game Boy and even Sega's Game Gear. The $200 system is in 500 Toys 'R' Us stores nationwide, and may be made widely available if it finds a strong market share.







GET READY FOR ONE FREAKY TV SHOW

Following in the footsteps of their ever-popular blue-helmeted superstar Mega Man, Capcom is taking two more of their successful video-game franchises and putting them on TV in a way other than a video game.

They intend to bring their DarkStalkers franchise to Saturday mornings.

Mega Man got some mega ratings and the show is heading into its third season of syndication.

Capcom will also be bringing *Street Fighter: The Animated Series* as well, which will be aired on the USA Network.

Inside sources are also suggesting that Capcom is still taking care of things on the gaming side of things.

Some insiders are suggesting they are busy working on a version of Street Fighter 3 for the new 32-Bit and 64-Bit platforms. These games are speculation, but Capcom does have a version of Street Fighter Alpha due out Feb. 1 for the Sony PlayStation.

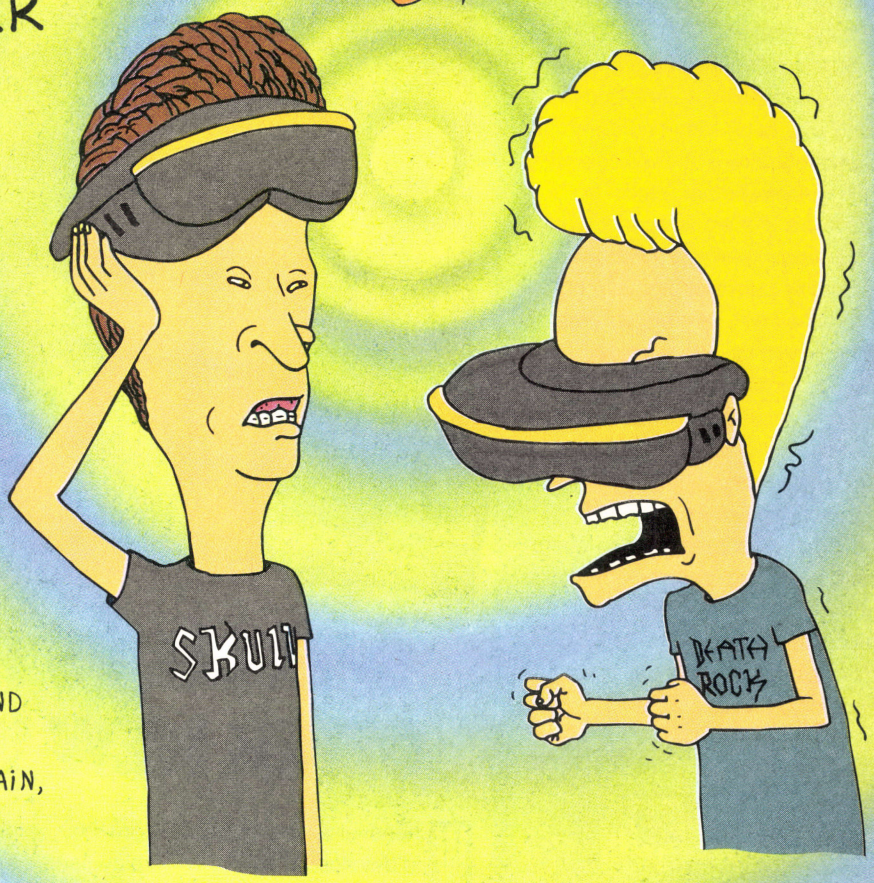


Night Warrior John Talbain.

MTV's BEAVIS AND BUTT-HEAD™ IN VIRTUAL STUPIDITY

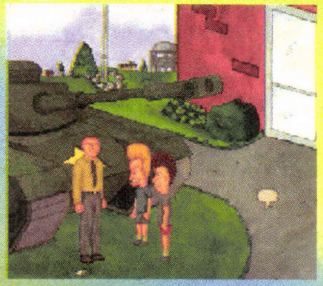
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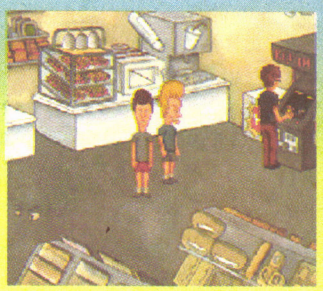
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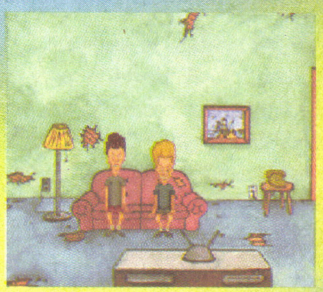
NO WUSSY RACE-CARS FOR US. ONLY COOL VEHICLES, THANK YOU.



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VIACOM NEWMEDIA™

RATING PENDING RP ENTERTAINMENT SOFTWARE RATING BOARD

Sony blows out the Internet

With each new day, Sony seems to be getting its feet deeper into the computer-gaming market.

Sony's newest venture involves a total expansion of its World Wide Web site, to be renamed Sony Station. The new site will open this spring. Unlike other "static" Web sites, this site will feature original programming on a regular basis.

Sony is putting a premium on interaction with its planned Web sites, which include a special Games Online area. It will feature online versions of TV game shows and special multiplayer Internet games developed by Sony Interactive Studios.

Other areas cater to soap opera fans, shoppers, children and music and movie lovers, just to name a few. The new Web site will also have a dedicated chat area for online "talk shows."



Sony Interactive also has a spruced-up Web site. A recently added feature promotes the new PlayStation game Destruction Derby with a special game (above).

It's pretty mindless: Gamers "bash" apart a car by clicking on various places. If you can amass enough damage, you just might find some interesting prizes.

All of Sony's Web sites can be accessed at http://www.sony.com.

SAVED BY THE CART

MEMORY TRACK COMES TO THE JAGUAR CD

Not to be left out of the newest trend in CD-based console systems, Atari has released the Memory Track for the Jaguar CD.

The Memory Track plugs into the cartridge slot behind the CD adapter.

Much like Sony's memory card or Sega's Backup RAM cart, the Memory Track is not limited to saving games. The cartridge can also record a player's game configurations and high scores.

A built-in memory manager lets players delete unwanted games if more space is required. That seems unlikely, because with more than 125K, the Memory Track can store up to 250 separate games.



The Memory Track retails for $29.99. For more Atari product information, check out its World Wide Web site at http://www.atari.com.



SPECIAL PS PERIPHERALS OFFER NEW WAYS TO PLAY

Whenever a new system is developed, the creation of accessories is never far behind.

Case in point with the Sony PlayStation: After just a year on the market, a slew of new peripherals are on their way to consumers.

In the U.S., the Sony mouse has hit stores with a retail price of $35. Much like a PC mouse, the peripheral provides an easier way to play games such as Theme Park and Discworld.



In Japan, one of the newest peripherals making headlines is a dual-analog joystick from Sony (below left). As you can see, the positioning of the joystick means it's suitable for left- or right-handers, with the fire buttons in the middle and on the joysticks themselves.

Could this joystick pave the way for special games (such as a tank driving/shooting sim) that require both joysticks? It's doubtful, but not out of the realm of speculation.

Sony hasn't announced any plans to release this joystick in the U.S.

Ridge Racer fans can rejoice over a new analog steering wheel from Mad Catz (below right), which has 270-degree rotation, brake and accelerator pedals plus a special clutch stick. It works as a regular controller too, with a D-pad and eight fire buttons. For more info, call (800) 659-2287.



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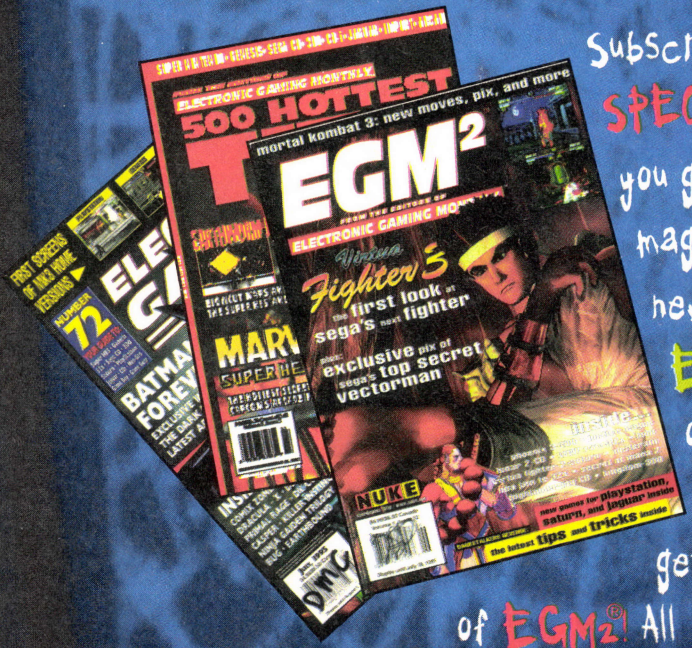
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PINBALL GAMES

ARE THEY STILL WORTH THE WAIT?



A few months ago, Tom Hanks, Bill Paxton, Kevin Bacon, Gary Sinise and others graced the silver screen as astronauts in *Apollo 13.* However, in December Sega Pinball launched its pinball machine by the same name just after the release of the movie on video.

The same delays affected hit movies such as *Jurassic Park*, *Lethal Weapon* and recent titles such as *Johnny Mnemonic* and *Congo.*

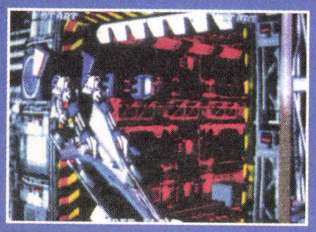
Why the wait? Why not put the game out to coincide with the initial release of the movie?

For answers, ***EGM²*** talked to Roger Sharpe, director of marketing at Williams.

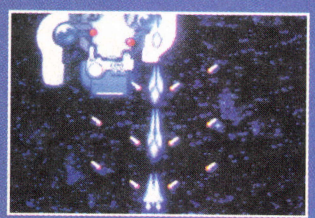
"Well, when Data East and Sega go for a license for a fall movie, and it gets bumped to summer, it can screw up an entire schedule," Sharpe said. "With pins such as *Johnny Mnemonic* and *Congo,* we purposely went for the home-video release." However, he added that pinball releases coincided with *Flintstones*, *T2*, *The Addams Family* and others.

"Also, we decide on a project depending on how well a movie may do," Sharpe said. "*Congo* was actually a Hollywood success with $100 million in the U.S. and $200 million worldwide. Last of all, we usually won't do a project unless all the main characters agree to do it."

ANOTHER CLASSIC MAKES A COMEBACK



It's been quite a few years since Gradius graced the arcades. It spawned two self-titled sequels, as well as a game called Salamander, known in the U.S. as Lifeforce. Konami of Japan has released Salamander 2 in Japan, and hopefully Lifeforce 2 will follow here. The graphics look awesome, and the nostalgia factor alone will push this title through the roof. This is pure Lifeforce, with many of the same weapons—and a few new ones to boot—as well as side-scrolling stages not found in the original. It's time to reclaim the arcades from non-fighting game fans!



AMERICAN LASER GAMES RETREATS

Almost anyone who has hung out at the arcades for a good amount of time remembers plunking a dollar into the first full-motion video games, which used real actors rather than cartoons.

Mad Dog McCree, released in the fall of 1990, was the first of a slew of American Laser Games titles to find success in the arcades. The Last Bounty Hunter, Space Pirates and recently Fast Draw have given ALG the reputation for fast-paced arcade shooters.

However, the FMV masters hit a slump with Orbatak and Mazer, games that failed to ignite the coin-op market. (Mazer was voted worst console game in the ***EGM*** *Buyer's Guide.*)

Rather than try a comeback with another arcade title, ALG opted to restructure its entire company—including the layoff of nine people—to focus on home platform and PC software development.

"This is a significant change for American Laser Games," said President Robert Grebe. "We enjoyed many years of success and prosperity in the arcade business, but the arcade market has been in a downward spiral since March 1994, and there's no end in sight."





The makers of Mad Dog McCree and Crime Patrol are calling it quits for now.

TOP TEN ARCADE GAMES

RePlay™ – DECEMBER 1995

#	Game	Company
1.	Ultimate MK3	Midway
2.	Tekken 2	Namco
3.	Open Ice	Midway
4.	Mortal Kombat 3	Midway
5.	Viper	Fabtek
6.	Gal's Panic 2	Kaneko
7.	Great 1000 Mile Rally	Kaneko
8.	Raiden DX	Fabtek
9.	X-Men: Children of Atom	Capcom
10.	WWF Wrestlemania	Midway

TOP HITS OF JAPAN

Game Machine Magazine™ – DEC. 1995

#	Game	Company
1.	Virtua Cop 2	Sega
2.	Alpine Racer	Namco
3.	Virtua Fighter 2 [deluxe]	Sega
4.	Rave Racer [sitdown/dlx.]	Namco
5.	Cyber Cycles [sitdown/dlx.]	Sega
6.	Point Blank	Namco
7.	Quiz Doremifa Grand Prix	Konami
8.	Virtua Cop	Sega
9.	Sports Fishing 2	Sega
10.	Samurai Showdown II	SNK

4x4 + anarchy = canyon shredding kill fest.



It's 26 levels of car-to-car combat. Customize buffed monster-stompers with trick engines and air-grabbing jump jets.





Hate cheesy acting? Watch two trash-talkin' jerks rip on the gratuitous video.



With our unique, head-to-head 2 player game, grind a pal's ego into the asphalt. It's cruel. But there ain't no 2nd place.

Get a load of **Off-world Interceptor Extreme™**, the chaotic death-capade featuring wicked 4x4s and a blood-thirsty arsenal. Red-line across the galaxy's most intense, **32-bit** texture-mapped terrain, switching on the fly between **cockpit** and chase view. Careful, though. Grabbing **massive air** could crush a kidney. Or two.



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Weapon I - Specialized Joystick

- λ Turbo speed feature heightens your ability to punish.
- Ψ Auto/Turbo feature designed to maximize firepower.
- Φ Arcade control (microswitch technology) with 8 button layout.
- Ω Rugged steel control stick and base.
- Λ Slow motion feature and extra long cord.

PlayStation™



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PlayStation

Your reputation is on the line. Let's face it — having your head handed to you in a contest with your 12-year old cousin is about as humiliating as getting caught staring lovingly at your shop teacher. Get medieval on 'em! And command the worship you deserve! These Specialized controls give you the power to stomp not only your cousin, but any wannabe foolish enough to #%@! with an Immortal like you!







YOUR WEAPONS WISELY

Weapon II - Specialized Control Pad

- Δ 360° control with directional disc.
- Σ Ergonomically designed controller, molded from ABS plastic.
- Ω Turbo switch with 30 shots-per-second firing power, configurable to all 8 action buttons.
- Φ Auto/Turbo delivers infinite stream of intense firepower.
- Ψ Slow motion switch and extra long cord.

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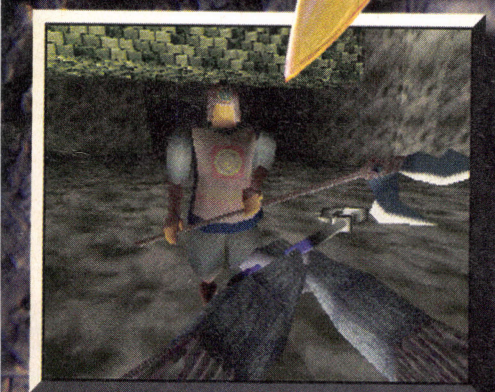
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KING'S FIELD

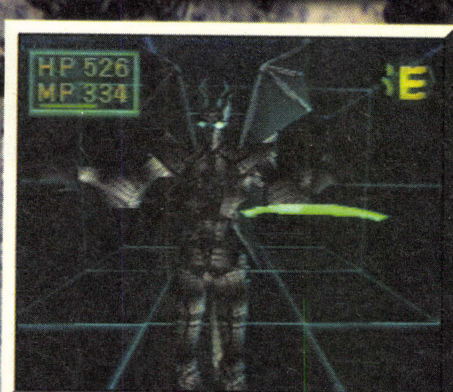


Prepare yourself for an epic action adventure never before possible. Only now, with the gaming power made available by the Sony PlayStation,™ is a world as vast and detailed as King's Field possible. Imagine a universe completely rendered in beautiful 3D graphics – in which you can travel freely, being able to look up or down, climb stairs, travel through water, jump off ridges and fight enemies – all real time, all non-linear. This is the new way to play. As Alexander, destined to become avatar, your task is to retrieve the Moonlight Sword which has been stolen by a cult of insidious worshippers of evil. The cult's ruthless minions can take the form of skeletons, giant octopi, stag beetles, jumbo jet-sized dragonflies, deranged soldiers and many, many others. Your fighting and magic skills will have to be finely honed to take you over mountainous terrain, through rivers and oceans, and into evil infested dungeons. Life isn't all a battle for you either. You'll need a healthy dose of wit and diplomacy to









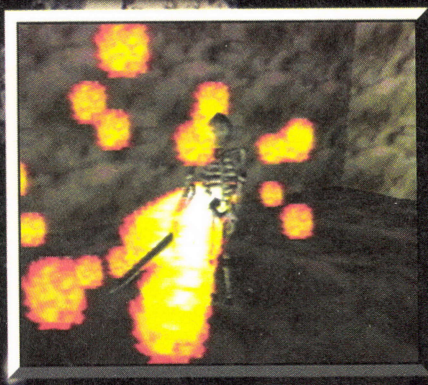
For more info. about King's Field and other ASCII products, check out our web site at http://www.asciient.com. For game hints, call 1-900-288-ASCII. The charge is $.95 a minute. Callers under the age of 18 must get parental permission to call.



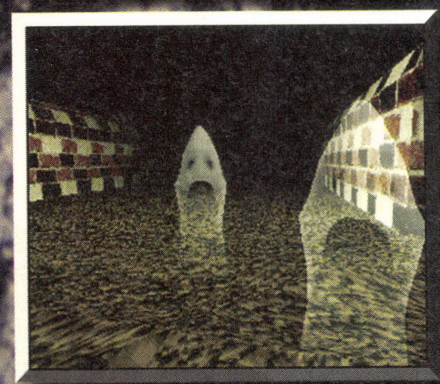






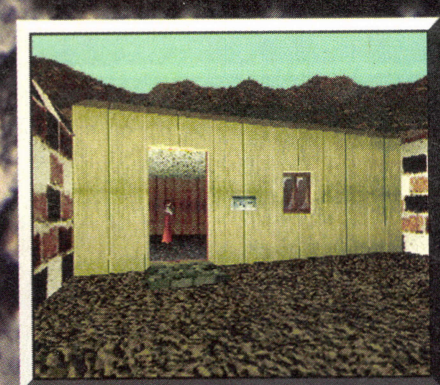


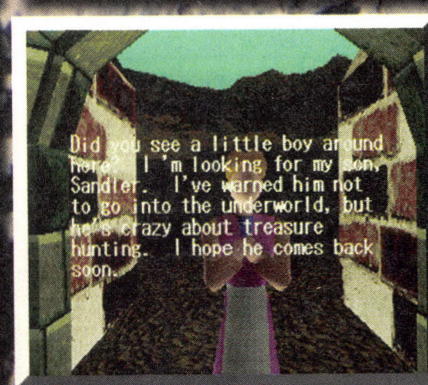




extract clues and information from the sometimes uncooperative inhabitants of villages that you'll encounter on your long journey. King's Field's rich storyline, complex characters, exciting action and stunning graphics are what put this game in a class all its own. RPG fan or not, you'll be hypnotized by the experience, just as Japanese fans were. This game alone has boosted sales of the PlayStation™ in Japan. Never before has there been a game that boasts so much excitement and synergy with technology in a single package.

Just look at the awesome screen shots on these pages. There can be no hesitation – go buy yours now!







KING'S FIELD

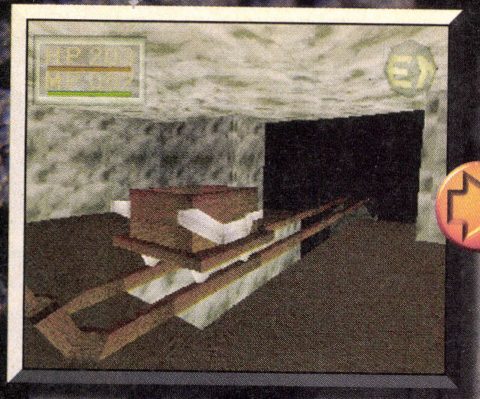
PlayStation

TEEN AGES 13+

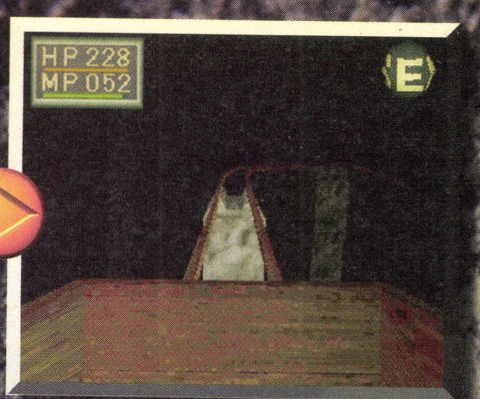
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Many areas of King's Field are located within the crystal mines. Elaborate transport systems have been set up throughout these mines. By using the mining carts that you'll find, you can travel along the miles of tracks that snake through the mines. When you step into a cart, you will be whisked along the tracks with no way to tell what your ultimate destination may be. During your ride, you may see soldiers in other mining carts or in other rooms as your cart speeds through. If you are an especially skilled archer, you may be able to take down a few of these soldiers with a well aimed bolt and a bit of luck. You'll have to be deadly swift to score a hit, as they may only be visible for just an instant.



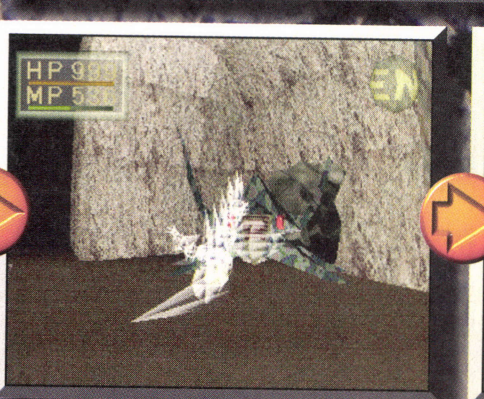


There are five types of crystals: wind, water, fire, earth and light. Each crystal has five magics. If you find a crystal, you can utilize the spell trapped inside of it.

Seath's Magic: This magic summons an ice dragon to attack your enemy.



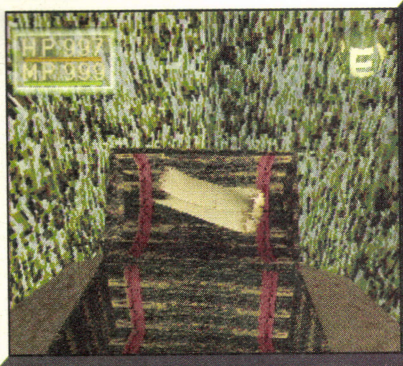




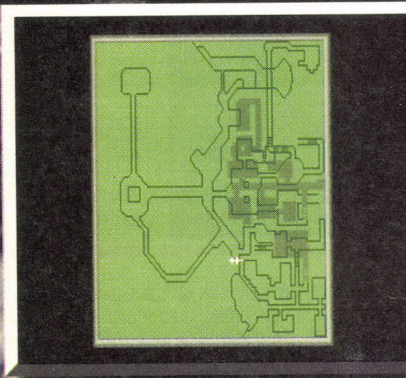




Your adventure starts here on the West beach. Watch out for deep water!



Open all treasure boxes or you may miss important items. Watch out for dangers too!



Make sure to find the map, so that you don't miss any areas in the game.



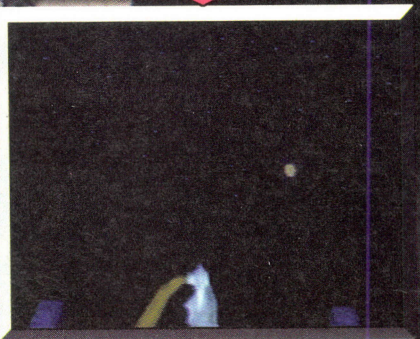
Find the save points as soon as possible. There is one near the fountain.

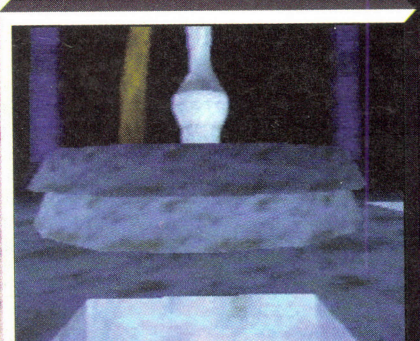


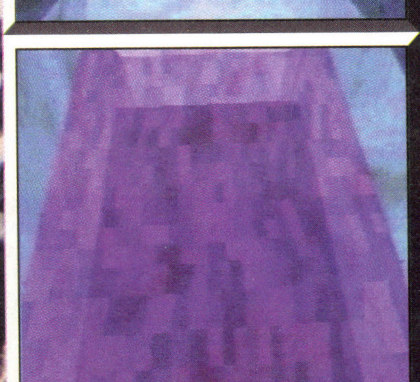
Make sure all weapons and armor are equipped before you attempt to fight.

King's Field is filled with many dangers and monsters. Here are some basic tips, hints and strategies that are useful throughout the game.

Make sure to look up and down. If you don't, you may miss important parts.

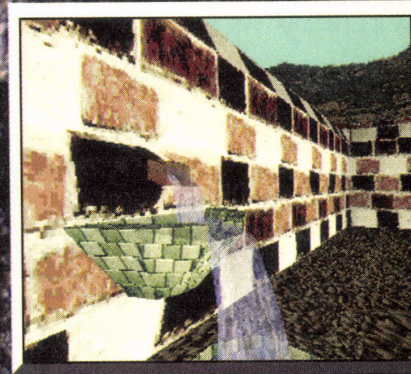








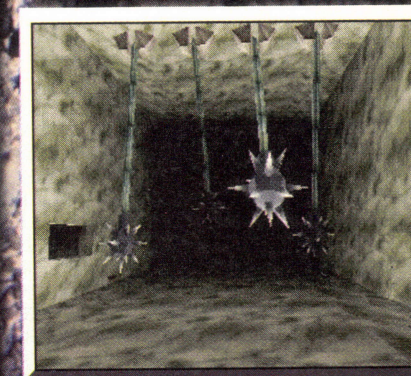
Watch out for ledges that are under water. You can easily fall to your death!



Use any water source in the game to restore your Hit Points.



Check people for items. When they die, their items remain with them.



Find the switch to turn off the trap before proceeding or you will DIE!

KING'S FIELD

Strategy Tips

PlayStation

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SUPER FAMICOM

ROMANCING SA·GA 3

Is This Final Fantasy 4?

No, but it sure does look like it. It's another RPG by SquareSoft that looks remarkably similar to FF3. The graphics are outstanding and the sound effects are very cool. In a world where almost every game coming out for the 32-Bit systems has gone polygon happy, it is nice to take a step back to the cartoon-like graphics of the 16-Bit systems. This game looks like it has a lot going for it and with a little luck, it will be coming out in the States soon.



Done in the same top-down perspective as FF3, RS3 has very similar battle scenes that give it a familiar and comfortable feel.

FACT FILE:

- Theme: RPG
- Available: Now
- Meg Size: 32
- Back-up: Battery
- Players: 1
- % Complete: 100%
- Developer: SquareSoft
- Published by: SquareSoft

STATEMENT OF OWNERSHIP, MANAGEMENT AND CIRCULATION

PUBLICATION TITLE: EGM². PUBLICATION NUMBER: 1074-6471. FILING DATE: 11/13/95. FREQUENCY: Monthly. NUMBER OF ISSUES PUBLISHED ANNUALLY: 12. ANNUAL SUBSCRIPTION PRICE: $28.95. COMPLETE MAILING ADDRESS OF KNOWN OFFICE OF PUBLICATION: 1920 Highland Avenue, Lombard, IL 60148. COMPLETE MAILING ADDRESS OF HEADQUARTERS OF GENERAL BUSINESS OFFICE OF PUBLISHER: 1920 Highland Avenue, Lombard, IL 60148. FULL NAMES AND COMPLETE MAILING ADDRESSES OF PUBLISHER, EDITOR, AND MANAGING EDITOR. PUBLISHER: Steve Harris, 1920 Highland Avenue, Lombard, IL 60148. EDITOR: Ed Semrad, 1920 Highland Avenue, Lombard, IL 60148. MANAGING EDITOR: Danyon Carpenter, 1920 Highland Avenue, Lombard, IL 60148. Owner: Sendai Publishing Group, 1920 Highland Avenue, Lombard, IL 60148. KNOWN BONDHOLDERS, MORTGAGEES, AND OTHER SECURITY HOLDERS OWNING OR HOLDING 1 PERCENT OR MORE OF TOTAL AMOUNT OF BONDS, MORTGAGES, OR OTHER SECURITIES: Steve Harris, 1920 Highland Avenue, Lombard, IL 60148. PUBLICATION NAME: EGM². ISSUE DATE FOR CIRCULATION DATA BELOW: October, 1995. TOTAL NO. COPIES (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 260,292. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 249,529. PAID AND/OR REQUESTED CIRCULATION - SALES THROUGH DEALERS AND CARRIERS, STREET VENDORS, AND COUNTER SALES (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 102,896. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 183,679. PAID AND/OR REQUESTED CIRCULATION - PAID OR REQUESTED MAIL SUBSCRIPTIONS (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 7,326. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 12,750. TOTAL PAID AND/OR REQUESTED CIRCULATION (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 110,222. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST FILING DATE) 196,429. FREE DISTRIBUTION BY MAIL (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 964. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 995. FREE DISTRIBUTION OUTSIDE THE MAIL (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 942. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 670. TOTAL FREE DISTRIBUTION (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 1,906. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 1,665. TOTAL DISTRIBUTION (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 112,128. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 198,094. COPIES NOT DISTRIBUTED - OFFICE USE, LEFTOVERS, SPOILED (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 1,430. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST FILING DATE): 88. COPIES NOT DISTRIBUTED - RETURN FROM NEWS AGENCY (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 146,734. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 51,347. TOTAL (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 260,292. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST FILING DATE): 249,529. PERCENT PAID AND/OR REQUESTED CIRCULATION (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 98.3%. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 99.16%. THIS STATEMENT OF OWNERSHIP WILL BE PRINTED IN THE January, 1996 ISSUE OF THIS PUBLICATION. I CERTIFY THAT ALL INFORMATION FURNISHED ON THIS FORM IS TRUE AND COMPLETE. I UNDERSTAND THAT ANYONE WHO FURNISHES FALSE OR MISLEADING INFORMATION ON THIS FORM OR WHO OMITS MATERIAL OR INFORMATION REQUESTED ON THE FORM MAY BE SUBJECT TO CRIMINAL SANCTIONS. SIGNATURE AND TITLE OF EDITOR, PUBLISHER, BUSINESS MANAGER, OR OWNER: (signed) Steve Harris, Owner. DATE: 11/13/95.

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DESERT WAR

Chopper Action Above and Below

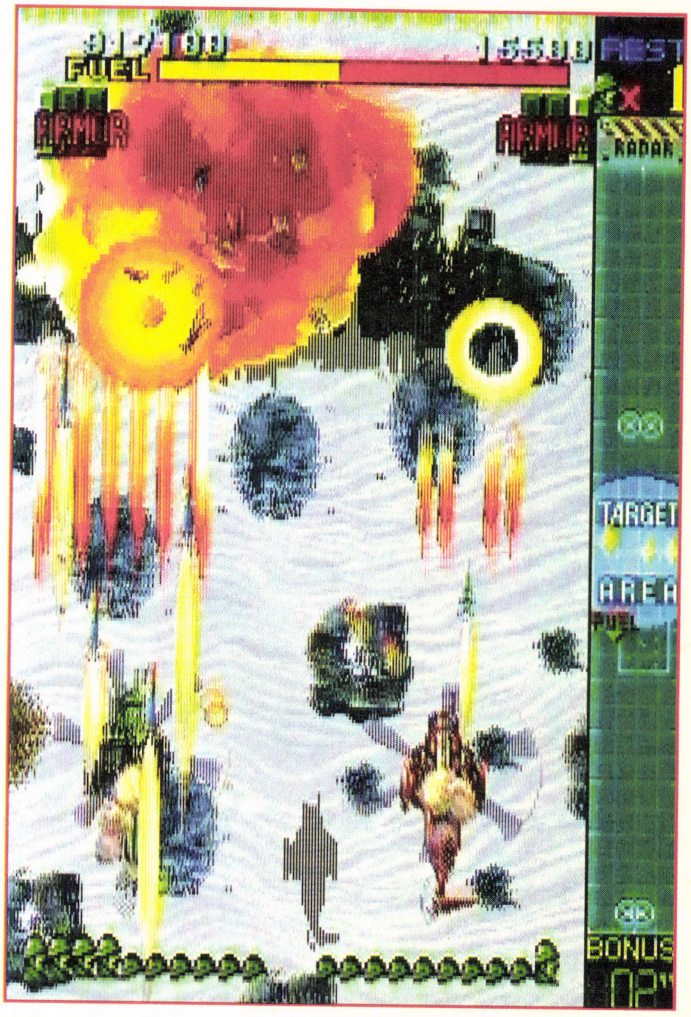
Desert War comes off like most other shooters: The graphics are good and colorful. The sound effects are excellent with a good music score to back them up. What sets this shooter apart from all the rest is that you have the ability to land your chopper. In fact, it is a necessity. Throughout your missions, you will have to land in order to pick up hostages, weapon power-ups and fuel. There are three difficulty levels and one Combat & Rescue to choose from. Look for this cool shooter in an arcade near you.

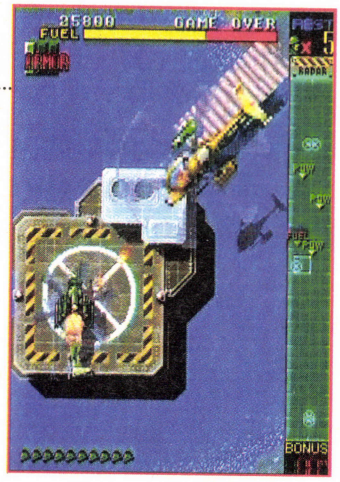




Tons of objects occupy the screen at any given time. Stay alert amongst the explosions, enemies and gun fire.







FACT FILE:

Theme
Shooter

Available
Now

CPU
Standard Jamma

Sound
Dolby Stereo

Players
1 or 2

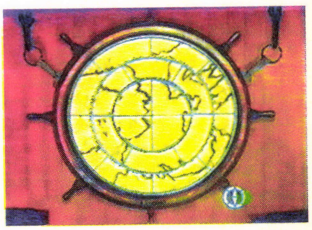
% Complete
100%

Developer
Jaleco of Japan

Published by
Jaleco of America



GOLDEN GATE



FACT FILE:

Theme
Puzzle

Available
March

Meg Size
CD-ROM

Back-up
Internal

Players
1

% Complete
N/A

Developer
Studio 3DO

Published by
Studio 3DO

Puzzle Mania

This game has lots of puzzles to solve, lots of places to explore and cool artwork. It's a lot like other puzzle games out there, but there is enough originality here to keep almost anyone interested. Besides, the puzzles aren't easy! One of its best features is the use of original watercolor art of real San Francisco locations.

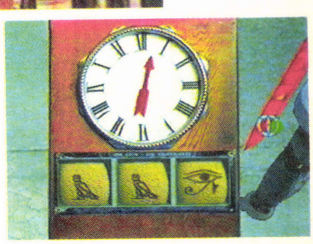


There are quite a few puzzles for you to solve in this game, similar to the computer game The 7th Guest.



There are plenty of full-motion cinemas for added incentive.







15 Enormous Levels To Explore



3D Morphing Terrain

When I find F.U.B. my balloon will be red, he will go splatt!, and I'll carve him up into bite-sized chunks so I can feed him to my fuzzy bear Percy.

"Possibly the bloodiest title of the year." — Game Players

f.w.a.n.k



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KILLER TIP: not a speed demon — go in WEAPON OF CHOICE: Neutron Spheres SUPER WEAPON: Homing Teddies blastin' or else risk getting surrounded.



PHOENIX 3

Flight Sim and Side-Scroller Combined

This game has a lot of rendered graphics as well as full-motion video. You'll fly through realistic-feeling, free-flight simulations while shooting down the enemies. If that isn't intense enough for you, there are enough side-scrolling action scenes to test your skills. The animations in the game are pretty smooth as well as interesting to watch, especially some of the gruesome blood-and-guts scenes.

FACT FILE:

Theme
Flight Sim

Available
December

Meg Size
CD-ROM

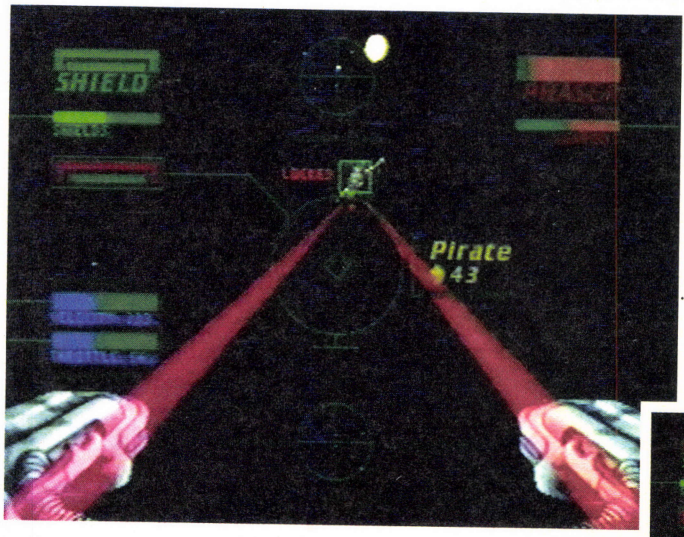
Back-up
Internal

Players
1

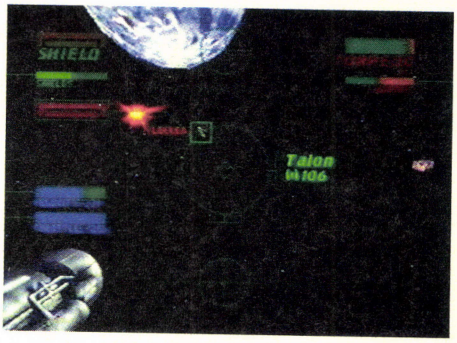
% Complete
N/A

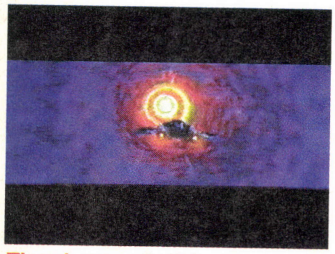
Developer
Studio 3DO

Published by
Studio 3DO

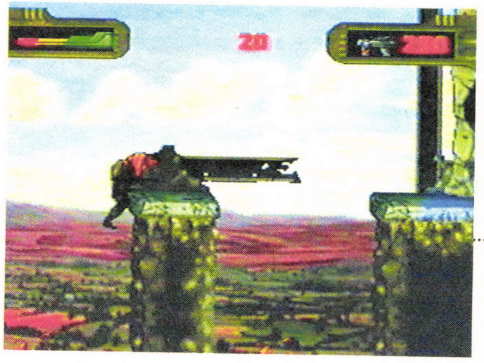


There are some really cool flying scenes throughout the game, making for some extremely cool sequences.

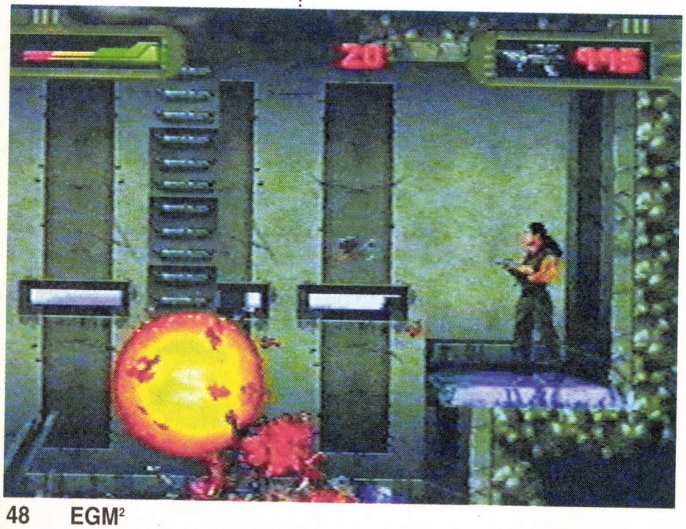


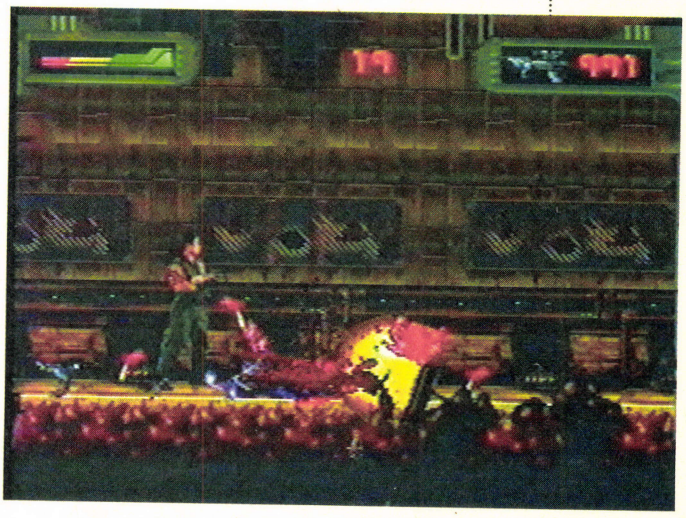


The cinemas in this game are a good combination of full-motion and rendered looks.



The side-scrolling action scenes are probably the game's best features. The main character is done in FMV, giving him an interesting look.







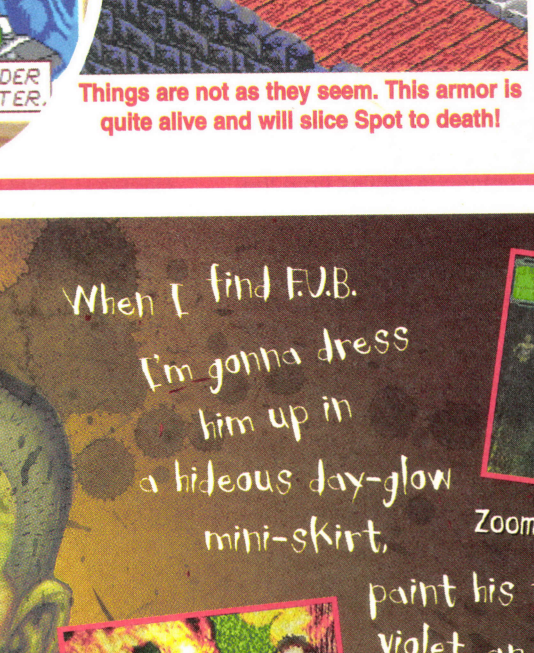
SPOT
GOES TO HOLLYWOOD



It's Good to Be COOL!

Spot Goes to Hollywood is part of a long series of games featuring that cool 7•UP mascot. This version has him moving around in a pseudo-3-D environment. Each level is broken into three sections that must be completed in order for Spot to reach the main Boss. His attacks are the same as he jumps and shoots his fizz!





Things are not as they seem. This armor is quite alive and will slice Spot to death!

FACT FILE:

Theme	Action
Available	December
Meg Size	24
Back-up	Password
Players	1
% Complete	100%
Developer	Virgin
Published by	Acclaim

Butch

"Yee-haw! I'm a killin' maniac, AND I LIKE IT!!!" — Game Players

When I find F.U.B. I'm gonna dress him up in a hideous day-glow mini-skirt, paint his toes violet, and call him "Dolly." Then I'll waste him.



Zoom In & Out Of Action



Features Music of *Pop Will Eat Itself*

What Good Is A Sony® Playstation™ If It Isn't LOADED™

KILLER TIP: Fights best against the ropes. Back into a corner and mow 'em down.

WEAPON OF CHOICE: Flamethrower
SUPER WEAPON: Explosive Ring

For more LOADED info, checkout our website at: http://www.interplay.com

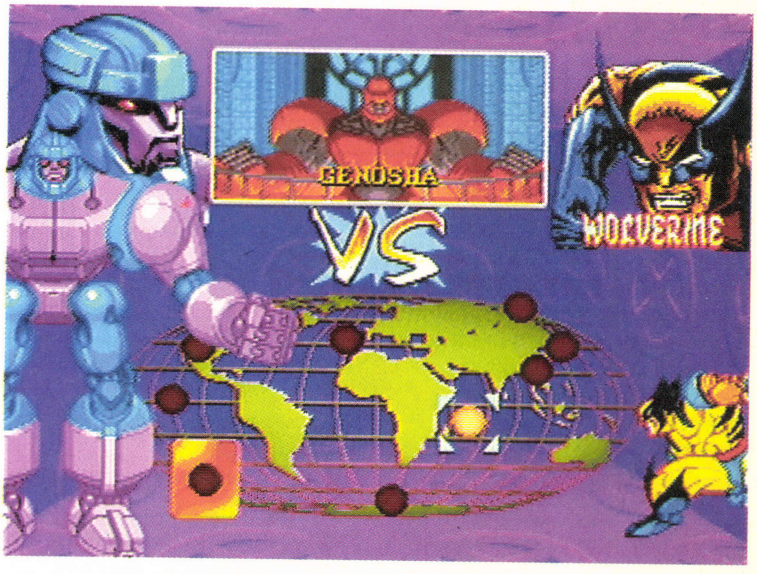
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X-MEN
CHILDREN OF THE ATOM



Marvelous X-citement!

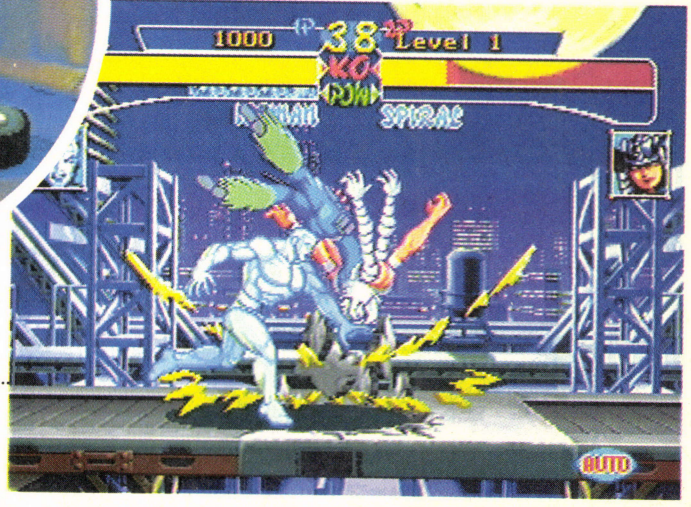
The fighting-game craze is still as popular as ever! Capcom continues the excitement with their newest installment, X-Men: Children of the Atom for the Sega Saturn. Choose from six of the most popular X-Men or four of the most notorious villains from the Marvel comic world! Fight against the enemy or engage a friend in a nice sparring match. During each match, expect lots of awesome attacks such as Cyclops' blinding Super Optic Blast or Omega Red's devastating Omega Destroyer. These special attacks look spectacular and inflict heavy damage! The animation of the characters is as smooth and fluid as its Saturday-morning counterpart! Each fighting scene is huge, allowing each character to avoid attacks or unleash them!





FACT FILE:

Theme	Fighting
Available	1st Qtr. '96
Meg Size	CD-ROM
Back-up	Internal
Players	1 or 2
% Complete	80%
Developer	Capcom
Published by	Acclaim



Learn all the special attacks of these superheroes to take on the enemy!

THINK OF IT AS LITTLE TOY BLOCKS

ON GREAT BIG STEROIDS



Remember the simple joy of building with blocks? Now take that mental image and pump it up. Way up. Because with SimCity 2000, you construct an entire city from the ground up—and lead its residents into the next millennium. And instead of chunks of wood, you wield 32-bit, landscape-morphing graphics. So you can expand your city with virtual bulldozers. Or turn 1950s tract homes into a solar-powered techno-burb (hey, this isn't child's play). So get pumped for the ultimate block party: SimCity 2000. Now playing on Sega Saturn. Coming soon for Sony PlayStation.



SEGA SATURN

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KIDS TO ADULTS
AGES 6+

MAXIS

SIMCITY 2000

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IN THE HUNT

FACT FILE:

Theme
Shooting

Available
January

Meg Size
CD-ROM

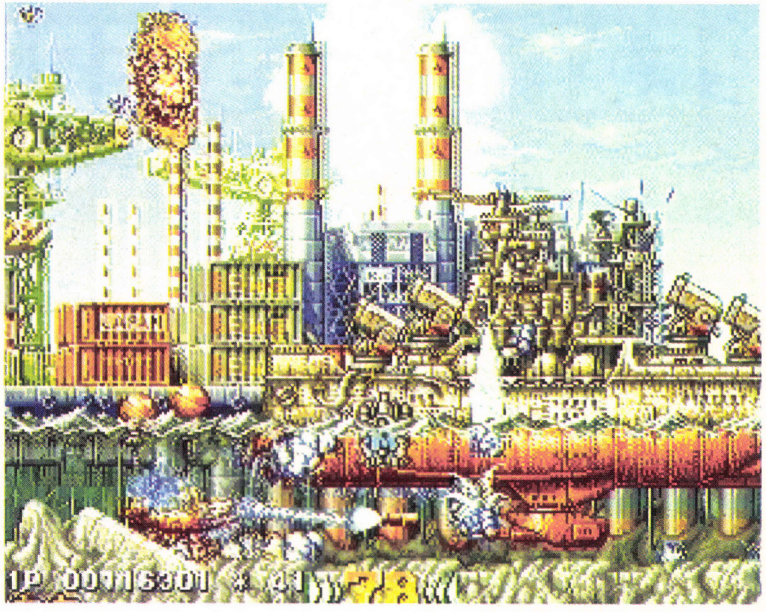
Back-up
Password

Players
1 or 2

% Complete
95%

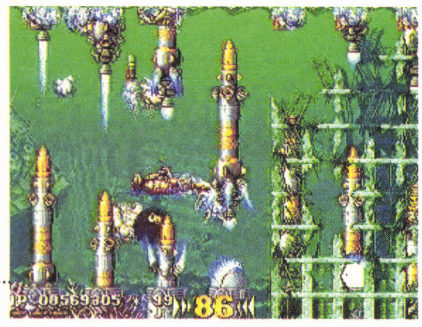
Developer
T*HQ

Published by
Xing

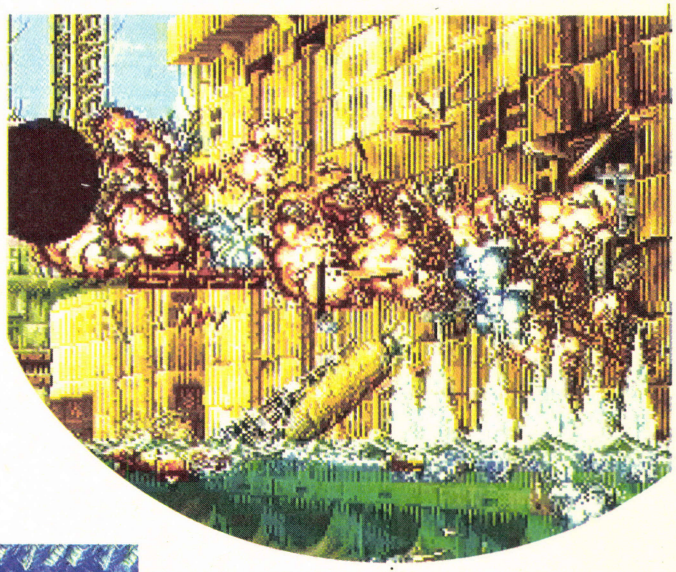


Up Periscope!

Shooters have been few and far between in recent years, let alone good ones. Here's an entry that will scratch that itch shooter fans have been plagued by! Direct from the arcade, In the Hunt offers a nonstop blastathon! There have never been this many enemies onscreen in a shooter before! The detail will blow you away as will the awesome firepower of your sub. If the action gets too intense, have a friend to join you in two-player simultaneous destruction!



This area requires skillful navigation as these missiles are being launched. Watch out for other enemies shooting at you.

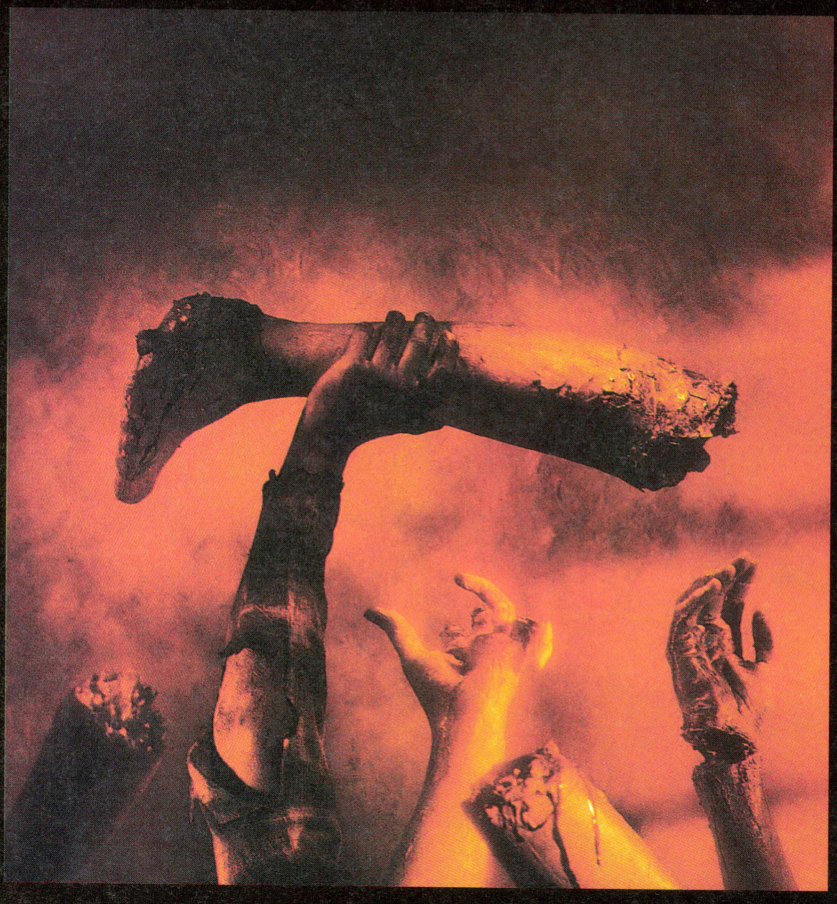






The action is nonstop as the game packs a gauntlet of obstacles you must survive! You will be attacked from the front, rear, above, below and both sides. This ain't no cakewalk!

ALL ZOMBIES IN FAVOR OF BANNING CORPSE KILLER RAISE YOUR, WELL, RAISE WHATEVER YOU GOT LEFT.

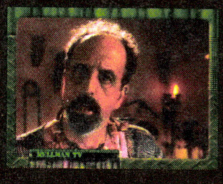


Welcome to Cay Noir, a cozy little island infested with enough zombies to film the next 8 sequels to Night of the Rotting Dead. As a Special Forces officer, you must mow your way through a C.I.A. plot gone awry, stopping only to spit, reload and wipe the splattered zombie blood off your boots.

The new Graveyard Edition features gory sounds, tons of shooting targets, full-screen zombies and, yes, lots of blood. Enjoy. You trigger-happy little sicko.







CORPSE KILLER
GRAVEYARD EDITION

AVAILABLE ON WINDOWS 95 AND MS-DOS CD-ROM, SEGA SATURN AND MACINTOSH CD-ROM. SEE YOUR LOCAL RETAILER. http://www.digipix.com 1-800-332-0032

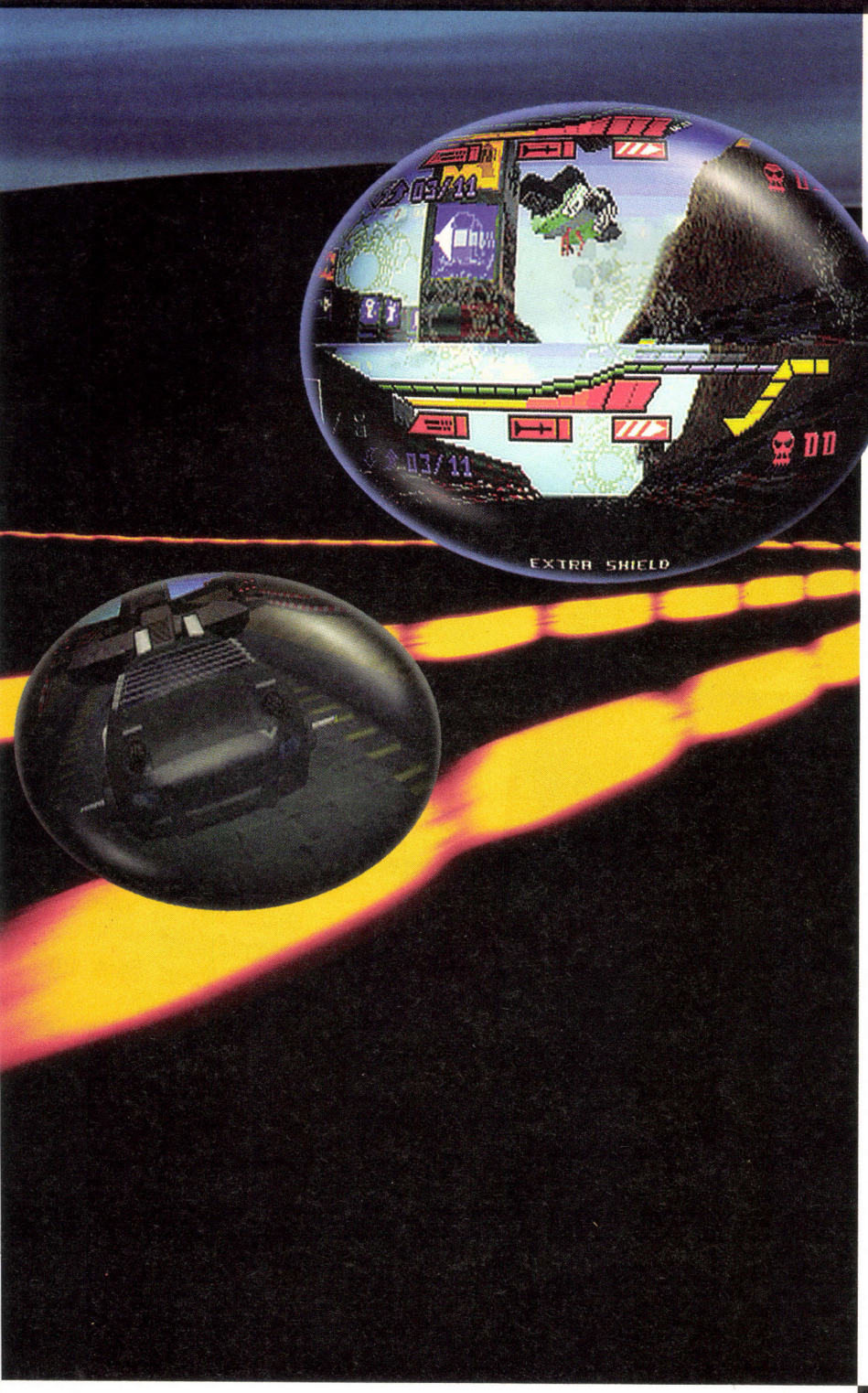
MATURE M

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"If your opponent doesn't kill you, the road will."

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time to create crevices, barriers, and curves.

Just hop in your hovercraft (6 to choose from)

and hit the road (9 to choose from).

But beware. It'll hit back.

HI OCTANE™

THE TRACK FIGHTS BACK

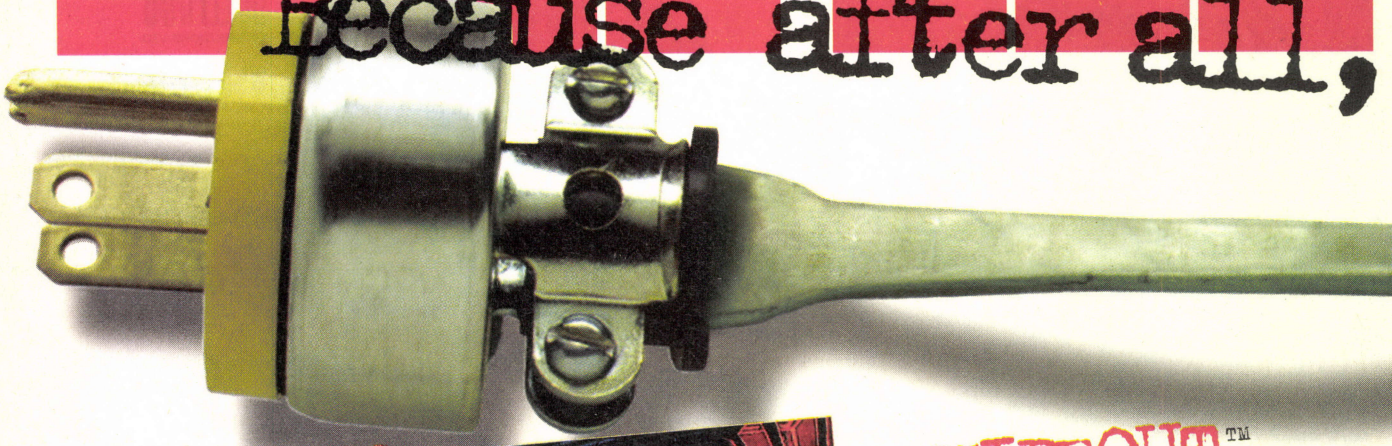
PLAYSTATION™
SEGA SATURN™
P C - C D

http://www.ea.com/bullfrog.html (for more information)

Actual screens may vary.

FEED THE

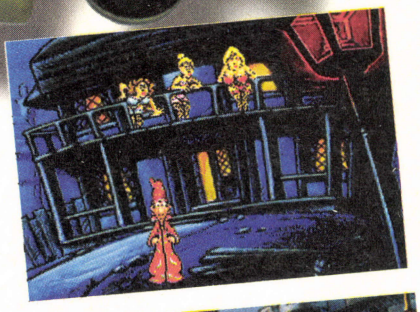
Because after all,

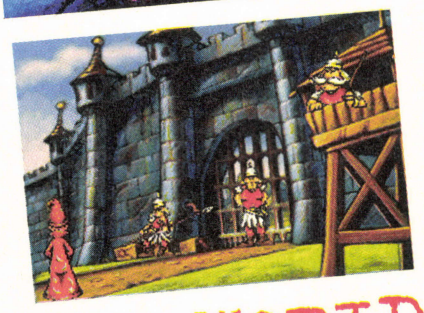


NOVASTORM™

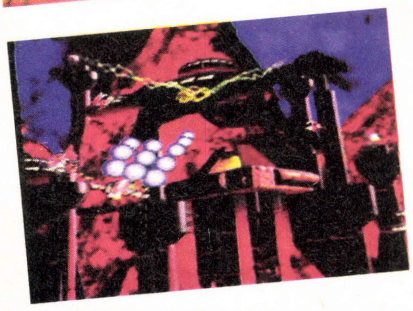
The 3DO version was Die Hard Game Fan's 1995 Shooter Of The Year, but the PlayStation version leaves it eating dust! With level after level of all-out blasting fury and graphic to die for, Novastorm has enough fire-fight action to keep the itchiest trigger finger happy!

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Savor the "wild, stomach-twisting driving" (Game Pro). Go full-throttle on "an incredible selection of tracks" (Game Players). Understand that "the sensation of speed is utterly terrifying" (Ultimate Gamer). Then face up to the fact that "with WipeOut, the future really is now" (Die Hard Game Fan).

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Featuring the voice of Monty Python's Eric Idle, Discworld is the lunatic land you explore in this crazy comedy adventure game. Trade insults with trolls, hunt for dragons and discover new uses for custard, as you experience PlayStation's most surreal scenarios yet. Like the guys at EGM2 said, "Discworld will totally boggle your mind."

AVAILABLE NOW

PSYGNOSIS

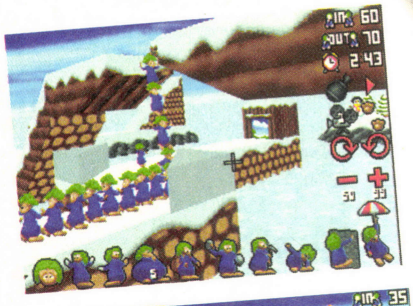
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Hungry for software that really satisfies.
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Hungry for adventure.
Hungry for an all-out-gaming feast.
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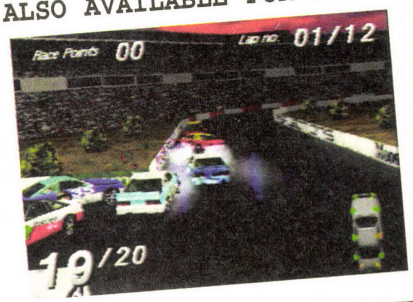




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PlayStation™

TRICKS OF THE TRADE

TRICK OF THE MONTH

CAN IT ACTUALLY BE THE START OF ANOTHER NEW YEAR?

So did everyone get what they asked for? Code Wizard sure didn't. He ended up with a miserable cold that made him a little cranky. The guys at *EGM²* had to wear their armor just to keep from getting clocked in the head by a flying e-prom. So Code Wizard is looking forward to the brand-new year. With the new systems and games coming out, it means many more tricks to go along with it! So help out Code Wizard by sending a dose of great tips and tricks his way at:

egmtriks@mcs.com

Please be sure to include your home address in order to receive your prize. Or send it by mail to:

Tricks of the Trade
c/o Sendai Publishing Group
1920 Highland Avenue, #222
Lombard, IL 60148

If your trick is chosen as one of the best, your friends at *EGM²* will also send you a FREE game for the system* of your choice! So start cracking those codes and get your tips into our mailbox pronto!



Marky K.
(Legal Mojo) Sez:

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ULTIMATE MORTAL KOMBAT 3

System	Publisher
Arcade	Midway



At the Ultimate Kombat Kode Screen enter the code.



Ermac will be at your control, if done correctly.



Both players can select Ermac in a two-player.

CHEAT SHEET:

Play as Ermac!

Enter the following code at the Ultimate Kombat Kode Screen to gain access to the secret character, ERMAC!



The secret red ninja is now accessible in the Ultimate version of MK3! To enable Ermac, just wait until the match is over and when the Ultimate Kombat Kode Screen appears enter: 1-2-3-4-4 on player one panel and 4-4-3-2-1 on player two panel. Ermac should be at your control and can be chosen at the Character Selection Screen. You can also morph into him with Shang Tsung, once he is enabled, by pressing: Down, Down, Up, HK.



Or morph into Ermac by using Shang Tsung.

Elliott Rothman
Williamsville, NY

SCORE BIG WITH A CONTROLLER FROM INTERACT ACCESSORIES AND *EGM²*!

Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAMPAD or SGPROGRAMPAD-2! We're looking for a few good tricks, and if you send us a whopper, you'll be eligible to win our TRICK OF THE MONTH sweepstakes! If you win, you'll score your name in print, the Interact Accessories controller and a free game for the (allowable) system of your choice! You'll only find contests like this in the pages of the Biggest and Best Video Game Mag, *EGM²*!



OFFICIAL RULES AND CONDITIONS: *1. No Purchase Necessary.* No purchase or payment of any money is necessary to enter. To enter the contest, print your name and address (including your city, state , and zip code) in a letter containing your best codes and mail it to: Tricks of the Trade, Sendai Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois, 60148. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by January 15, 1996. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage due, or misdirected entries. Sendai Publishing reserves the right to cancel this contest at any time with appropriate notice. *2. Winners:* Winners will be judged based on their code's uniqueness, novelty, accuracy, and the fact that said code is not already known by the Judges. The Judges will be from the Sendai Publishing Group and their decision is final. Noncompliance with any entry procedure may result in disqualification. All entries and copyrights therein become the property of Sendai Publishing Group and will not be acknowledged or returned. By entering winners agree to be bound by the rules of this contest and judges' final decisions. *3. Prizes:* Each Winner shall be awarded one of the following prizes: (1) SNPROPAD; (2) SGPROPAD-6; (3) SNPROGRAMPAD; or (4) SGPROGRAMPAD-2. All prizes not claimed by a PrizeWinner within thirty (30) days following notification by Sponsors shall be deemed forfeited and shall not be awarded. PrizeWinners will be notified by mail. Prizes are non-transferable. No substitutions or prizes is allowed, except at the option of Sponsors should the featured prize(s) become unavailable. *4. Eligibility:* Sweepstakes open to residents worldwide. PrizeWinners shall be notified by mail and must agree to the use of their name and likeness for publicity purposes by Sponsors and sign a release. Employees of Sponsors and their affiliates are not eligible. Neither Sendai Publishing Group, Inc. or Interact Accessories , or their respective affiliates, subsidiaries, divisions, or related companies, are responsible for any damages, taxes, or other expenses that consumers might incur as a result of this contest or receipt of prize. All local, state, and federal taxes are the sold responsibility of the PrizeWinners. If PrizeWinners are under 18 years of age, the prizes will be awarded to the parent or guardian and the release shall be signed by the parent or guardian (if applicable). *5. Restrictions:* Void where prohibited or restricted by law. All federal, state, and local regulations apply. *5. Sponsors:* Contest sponsored by Sendai Publishing Group, Inc. and Interact Accessories (USA), Inc. Copyright © 1996 Sendai Publishing Group, Inc. SNPROPAD, SGPROPAD-6, SNPROGRAMPAD, and SGPROGRAMPAD-2 are all trademarks of Interact Accessories (USA), Inc.

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- **Intercept & decipher enemy messages using technologically advanced weaponry**
- **Command forces from 70 strategic bases around the globe**
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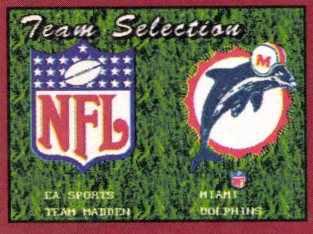
TRICKS OF THE TRADE

KILLER CODES

MADDEN NFL '96

(Electronic Arts/ Genesis)

Who would've thought there would be so many hidden teams in this game? Here are some that were found. Enter them at the Select Team Screen and begin your game.



The codes are as follows:
'84 49ers: CABACCA.
All '70s Team: CCACCCB.
'71 Dolphins: BBACBCC.
All '50s Team: CCABBBA.
'82 Redskins: CBAAAAC.
'91 Bills: ABAACAC.
'75 Cowboys: ACABBAB.
'95 EA Team: CCAACAB.
'72 Redskins: CBAACBB.
'83 Raiders: BAACCAC.
'75 Steelers: BCBCBBB.
Hall of Fame 1: CBABBCA.
'84 Dolphins: BACCCAA.
'77 Broncos: ACBCAAC.
AFC Pro Bowl: CBBACBA.
'91 Rams: BABCCAB.
'93 Cowboys: ABCBBAC.
'91 Redskins: CACACBC.
'76 Raiders: BABBACA.
'78 Seahawks: CABCBAB.
'63 Bears: ABBCABC.
Hall of Fame 2: CBACACC.
'66 Packers: ACCBACC.
'68 Jets: BCABCBA.
'94 Chargers: BCCBCAB.
NFLPA III: CCBCABB.
'69 Chiefs: ACCCCBA.
'78 Cowboys: ABCCCCA.
'94 49ers: CAABCAA.

Continued on pg. 62

MORTAL KOMBAT 3

System	Publisher
Super NES	Williams Entertainment Inc.

CHEAT SHEET:
Uppercut Through Any Ceiling

Using both controllers, enter the following code at the Vs. Screen to perform uppercuts through any ceiling.



In order to blast your opponent through any ceiling with your uppercuts, enter the code using buttons Y, B and A. Player one enters: **2, 2, 1.** Player two enters: **5, 5, 7**, at the Vs. Screen before the screen fades out. The numbers represent the number of times you press each button. The next time you perform an uppercut, your opponent will travel up to the next level.

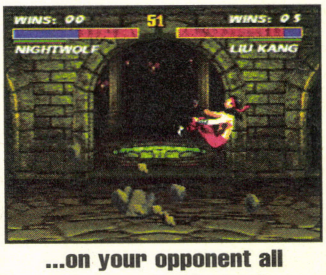
via the Internet



At the Vs. Screen enter: 2,2,1 - 5,5,7.



Now, you can repeatedly perform uppercuts...



...on your opponent all the way to the top!

CLOCKWORK KNIGHT II*

System	Publisher
Saturn	Sega of Japan

CHEAT SHEET:
Various Cheats

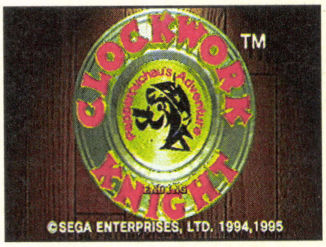
Enter the following cheats at the Title Screen for 999 lives, stage select or to view the ending cinema.



Here are some great cheats to help you out. Just enter the following at the Title screen and press Start: For *Stage Select* press: Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up.
For *999 Lives* press: Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down.
To *View Ending* press: Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down.



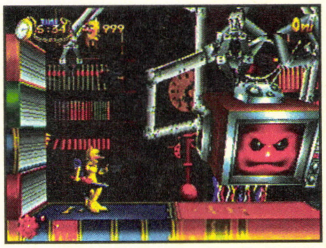
Enter all codes here at the Title Screen, then press Start.



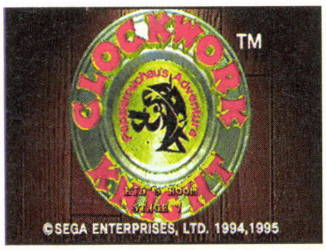
The view ending code is for those who just can't wait.



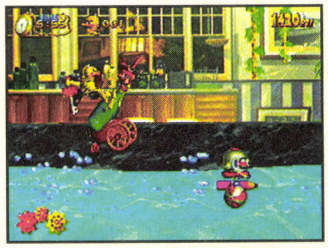
Enter the 999 players code for extra lives.



The 999 lives can be helpful against those Bosses.



Scroll through the different levels using Up or Down.



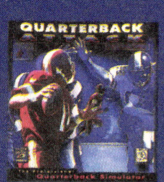
YeeeHaaa! Take a joy ride onto further levels of play!

*The trick was done on a preproduction or Japanese version of the game and is subject to change.

"I don't think you're supposed to move them when they're all broken like that."

"I didn't think a ball could fit there."

"Help him up."









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KILLER CODES

MADDEN NFL '96

(Electronic Arts/ Genesis)

Continued from pg. 60

'70 Colts: AABCACC.
'76 Patriots: BBCBAAC.
'89 Broncos: ACBABCB.
'83 Redskins: CACCBAA.
'77 Cowboys: ACAABCC.
'86 Giants: BCAAACC.
'81 Chargers: BCCCBBA.
'88 Bengals: ABBCCCB.
NFLPA II: CCBBBAC.
'81 49ers: CABBBCC.
'77 Bears: ABBACAB.
'84 Rams: BACABBA.
'79 Rams: BACBABC.
'62 Texans: BAABACB.
'89 49ers: CAACBAC.
'85 Patriots: BBCABAA.
'70 Cowboys: ACACCBC.
'70 Giants: BCABAAB.
'71 Cowboys: ACACABA.
'73 Bills: ABACACA.
'76 Vikings: BBBABAB.
'60 Eagles: BCBAACB.
'64 Colts: AACACBA.
'81 Bengals: ABCACAA.
'82 Dolphins: BBAABAC.
'80 Eagles: BCACBBC.
'87 Broncos: ACBBBAA.
'69 Vikings: BBBCBCB.
'66 Chiefs: BAAABBC.
'73 Dolphins: BBABABB.
'92 Bills: ABAAAAA.
'90 Bills: ABABBBB.
'80 Raiders: BABABBB.
'74 Vikings: BBBBABA.
'73 Vikings: BBBBCBC.
'69 Vikings: BBBCBCB.
All '60s Team: CCACABC.
NFLPA I: CCBACAA.
All Madden: CBBAAAB.
'88 49ers: CABAABB.
'90 Giants: BBCCBCA.
'68 Rams: BACBCCB.
'65 Browns: AACBBBC.
'78 Steelers: BCBBCAC.
'79 Buccaneers: CACAABA.

Continued on pg. 64

RAYMAN*

System	Publisher
Saturn	Ubi Soft

CHEAT SHEET:

10 Continues

The following code has to be entered at the Continue Screen when you have one or two continues left in the game.

Here is a trick that allows Rayman 10 extra continues when you only have one or two left in the game. At the Continue Screen, when your continues are down to one or two, press: Up, Down, Right, Left. If done correctly, you should have 10 continues left. Press Start and continue your game.

Markus Winkler
Ontario, Canada



Just about finished with all your continues?



Press Up, Down, Right, Left at the Continue Screen.



If done correctly, you should gain 10 continues!

ESPN: EXTREME GAMES

System	Publisher
PlayStation	Sony Computer Entertainment

CHEAT SHEET:

Backward Trick

The following trick can be done to hit missed gates.

Miss a gate? Just hold the Stop button for more than four seconds and your player will start to back up so that you can go through all those gates you passed! You lose a little time, but it could mean some extra cash in your pocket.



Hold Stop for four seconds.

YOSHI'S ISLAND

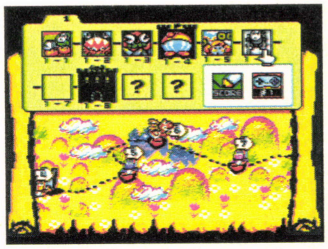
System	Publisher
Super NES	Nintendo

CHEAT SHEET:

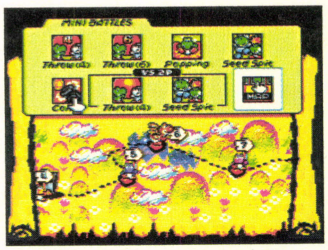
Map Screen Code

The following code is to be entered at the Map Screen. Hold Select and press: X, X, Y, B, A for access to hidden games.

To access a hidden menu with several minibattles to choose from, go to the Map Screen and enter the following code while holding Select: X, X, Y, B, A. If done correctly, the menu will appear immediately.



Enter the previous code here at the Map Screen.



You will have access to several secret minibattles.

*The trick was done on a preproduction or Japanese version of the game and is subject to change.

TRICKS OF THE TRADE

WARHAWK

System

PlayStation

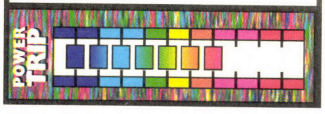
Publisher

Sony Computer Entertainment

CHEAT SHEET:

Various Cheats

The following codes are to be entered at the Access Code Screen. Press Start after entering code to view the cheat.

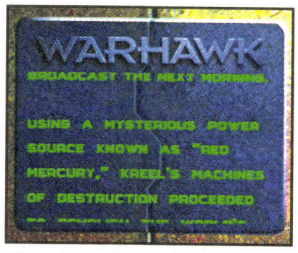


To *Preview Epilogue Text* enter: S, S, (space), O, S, X, S, TRI. To *Check Special Upgrades* enter: S, (space), O, S, TRI, X, X, S. To *Preview Movies* enter: TRI, X, (space), O, O, X, TRI, S.

via the Internet



To preview movies, enter code at the Access Screen.



Preview the epilogue text with the text code.

M.M.P.R.: THE FIGHTING ED.

System

Super NES

Publisher

Bandai

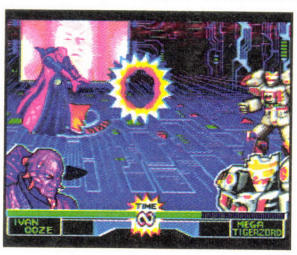
CHEAT SHEET:

Play as Ivan Ooze

Ivan Ooze, the secret character, can now be accessed by entering the following code at the Character Selection Screen.



At the Character Selection Screen, hold the X and Y buttons and then press Start.



Ivan can now be played after entering his code!

You should now be able to unleash the hidden character Ivan Ooze, who can also be chosen as a fighter.

Alex Colon
Lexington Park, MD

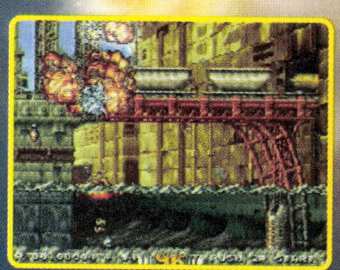
BLOW 'EM TO SQUID SPIT



IN THE HUNT™

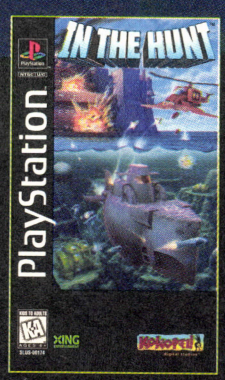
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TRICKS OF THE TRADE

KILLER CODES

MADDEN NFL '96

(Electronic Arts/ Genesis)

Continued from pg. 62

'74 Steelers: BCCAACA.
'79 Saints: BBCBCBB.
'63 Chargers: CAAACCB.
'80 Falcons: AABBBCA.
'67 Packers: ACCABCA.
'79 Steelers: BCBBAAA.
'62 Lions: ACBCCBB.
NFLPA IV: CCBCCCA.
NFC Pro Bowl: CBBBBBC.
'87 Redskins: CACBBCB.
'75 Cardinals: BCCACCC.

WORLD LEAGUE TEAMS:
'95 Rhein Fire: CBCCACA.
Frankfurt Galaxy: CBCACAC.
Amsterdam Admirals: CBBCACB.
Scotland Claymores: CBCCCCC.
London Monarchs: CBCBBBB.
Barcelona Dragons: CBCAAAA.

The following codes are to be entered at the Main Menu Screen.



For Turbo Coin Toss enter: ACCBB.
For a Sound Test enter: CACAB.

Charles Fisher
Hopkins, SC

SEGA RALLY*

System	Publisher
Saturn	Sega

CHEAT SHEET:
Mirror Mode and Hyper Car

The following codes are entered at the Select Game and Car Select Screens. Just choose Arcade Mode to access.



In order to access Mirror Mode, choose Arcade Mode and on the Select Game Screen, hold Y and press C. This will allow you to race all courses backward.

To activate Hyper Car Mode, go to the Select Car Screen, hold X and press C to choose the car. Now begin your race and observe the speed difference! You're a maniac!



Enter the Mirror Mode here at the Select Game Screen.



Now, you should be racing the track backward!



Witness real speed, when you enter the hyper code here.

TWISTED METAL

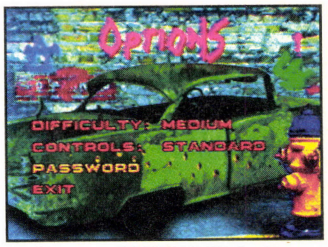
System	Publisher
PlayStation	Sony Computer Entertainment

CHEAT SHEET:
Various tricks

The following codes are entered at the Password Screen. They can also be combined by entering them before the match.



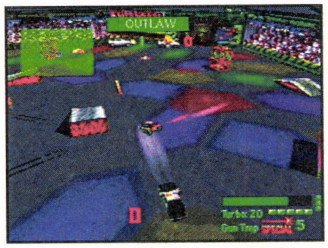
Here are some great passwords to make one of my favorite games even more fun! Just enter them at the Password Screen and begin your match. They can also be combined by going back into the Password Screen and entering a different one before the match begins. The codes are as follows:
For *Infinite Ammo*: TRI, (space), S, O, O.
For *Helicopter View*: O, O, TRI, X, (space).



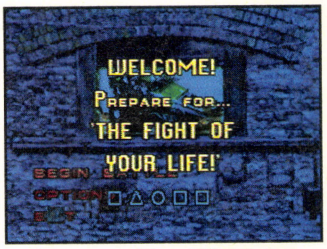
Choose PASSWORD in the Options to enter passwords.



All passwords are to be entered at this screen.



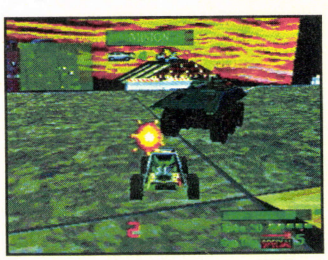
Get a great seat up high, with the helicopter view.



It's more like, "Fight *for* your Life" in this stage.

To *Fight Minion*: TRI, X, O, S, TRI.
For *Infinite Energy*: S, TRI, X, (space), O.
For *Fight of your Life*: S, TRI, O, S, S.

GB Bowes
Gainsville, FL



Play against the big vehicle, *Minion*! He's huge!

*The trick was done on a preproduction or Japanese version of the game and is subject to change.

KILLER CODES

SPACE HULK

(Electronic Arts/3DO)
Cheat Menu

Here is the way to access the Secret Cheat Menu within the game. Just enter the Annex chamber (the room with the two doors). Then while holding down Left shift, type in the code: A, B, Right, A, C, A, DOWN, A, B, Right, A which is better stated as "ABRACADABRA." If done correctly, the Cheat Menu will appear. Then after you are finished messing around with the various options in the menu, press the Stop button to exit the screen. *Note*: Use the Cheat Menu at your own risk. The cheat will save itself if you choose to save your game.

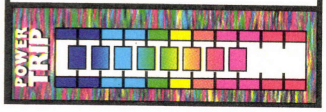
DESTRUCTION DERBY

System	Publisher
PlayStation	Psygnosis

CHEAT SHEET:

Various Cheats

The following cheats are entered at Enter Name Screen. This can be done by entering the Championship race.



Just enter the following codes at the screen where they ask for the driver's name. This is done by entering the championship races. After entering the Championship Mode under any race selection (except Time Trials), put in the name: **REFLECT!** then choose the Time Trials race. When you're back at the menu, go to the Track Choice Option and move Left once. This will give you a hidden level called Ruined Monastery that is pretty scenic to drive through. The other code will give your car invincibility. You will be able to place first just by keeping together!



Enter codes by going into the different racing styles.



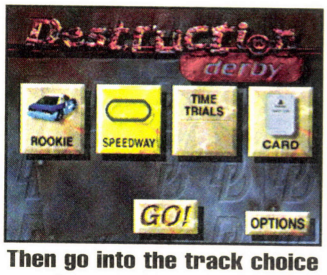
Choose championship to get the Name Screen.



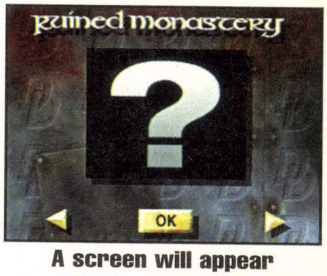
Enter the codes here to access the various cheats.



Type in REFLECT! to access the hidden level, Ruined Monastery.



Then go into the track choice option and move left once.



A screen will appear with the hidden level!

Just enter the driver's name as: **!DAMAGE!** and then exit to begin your race. Try this out in "The Bowl" and watch the others fall to pieces!

Jameel Ali
Hoffman Estates, IL

Time is a relationship that we have with the universe...

Peace is measured by defense conditions...

DEFCON 5™

KILLER CODES

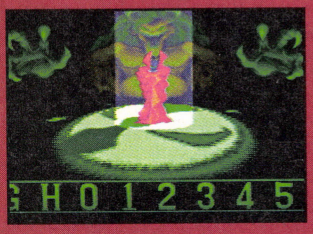
SPAWN*

(Acclaim/Super NES)
Stage Passwords

The following are some stage passwords for Todd McFarlane's Spawn. To access the stages just enter the password at the Password Screen and then press Start.

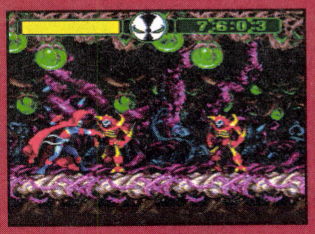


If done correctly, Spawn will appear on the Password Screen and you will enter the stage.



The codes are as follows:
Stage 3: 4H253DGF.
Stage 4: 4CC138CF.
Stage 5: 0C4F458H.
Stage 6: D31551FG.
Stage 7: 09BF596F.
Stage 8: DB8D9B4H.

Sean Hughes
Sonora, CA



DOOM

System	Publisher
PlayStation	Sony Computer Entertainment

CHEAT SHEET:
Various Cheats

The following cheats are all entered by pausing within the game and will aid you in your quest to fight off the demons.

POWER TRIP

Here are some codes that will get you through many levels of the all-time favorite 3-D game, Doom. Just pause anywhere in the game and enter the codes below for several advantages.

For *God Mode* press: Down, L2, S, R1, RIGHT, L1, Left, O. His eyes will glow if done correctly.

For *Weapons Full* press: X, TRI, L1, Up, Down, R2, Left, Left.

For *Level Select* press: Right, Left, R2, R1, TRI, L1, O, X. Move Right or Left for levels and any button (except Start) to choose them.

For *X-ray Vision* press: L1, R2, L2, R1, Right, TRI, X, Right.

To view *All Map* press: TRI, TRI, L2, R2, L2, R2, R1, S.

To view *Map (All Things)* press: TRI, TRI, L2, R2, L2, R2, R1, O.



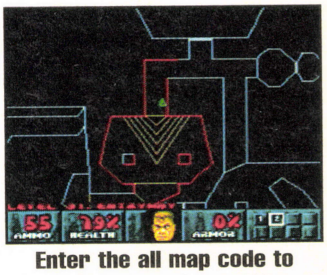
Anywhere within your game press Pause and enter code.



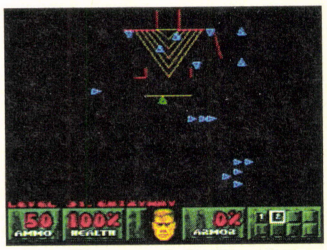
Tired of using that little pellet gun? Try the weapon code.



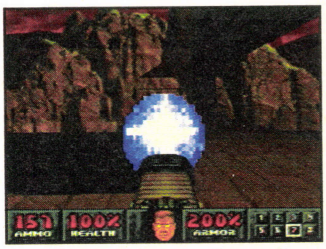
There is even a level warp, so you can skip ahead!



Enter the all map code to view places you haven't been.



Use the map (all things) to view approaching demons.



Check out a really cool effect with X-ray vision!



With God Mode, nothing, I mean *nothing* stands a chance!

WARHAWK

System	Publisher
PlayStation	Sony Computer Entertainment

CHEAT SHEET:
A-LA-MODE

Invincibility and infinite weapons are now yours!

POWER TRIP

At the Access Code Screen enter the code: O, O, O, (space), X, TRI, X, X. Now press Start and if done correctly, you should see "WarHawk A-La-Mode" at the bottom. Begin your game.

Brad Coates
Vancouver, WA



Enter A-La-Mode here.

*The trick was done on a preproduction or Japanese version of the game and is subject to change.

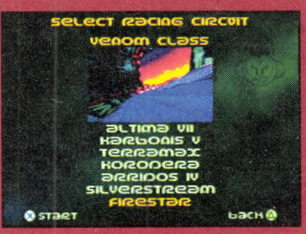
TRICKS OF THE TRADE

KILLER CODES

WIPEOUT

(Psygnosis/ PlayStation)
Hidden Track

As if this game wasn't cool enough, they added a hidden track! To access "FIRESTAR" just highlight one player then press and hold: L1, R1, Right, Start, Square, Circle and X. Now, if you go into Single Race or Time Trial you can choose your track. Notice the addition to your track list? FIRESTAR! The track itself is more colorful with more split turns. Go ahead, give it a try!



SYNDICATE

System	Publisher
3DO	Electronic Arts

CHEAT SHEET:

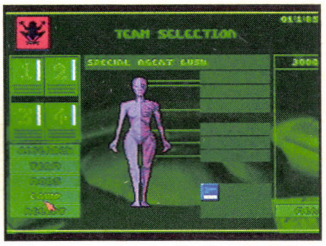
Money Trick

Follow the procedure below to gain $50,000 for every pistol you sell! All of this can be done at the Team Selection Screen.

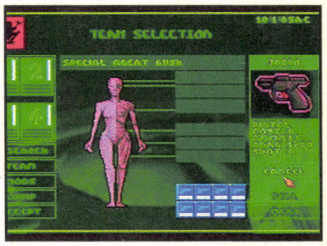


Begin a new mission and select your territory. Next, accept your mission brief. On the Team Selection Screen, highlight the "Equip" command and press button A. Choose the Pistol (it's free) and buy all eight of them. Press B to go back to Equip. Press B again to go to the inventory box. Now press button A. DO NOT SELL...PICK CANCEL INSTEAD! On the equipment list, press Up and choose "Pertron." Press A. Choose the Sell Option and you will get $5,000 and one pistol will be deleted from your inventory. Repeat this process and build up a lot of money. To get more for each pistol, put most of your money toward research, and the Gauss gun under the "Heavy" category. Go into a mission and complete it. By the time you get back, you'll be able to use the Gauss gun in place of the Pertron to get $50,000 per pistol.

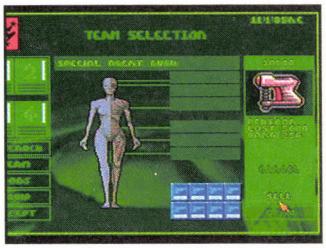
Andy White; South Bend, IN



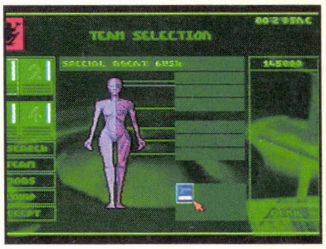
Accept your mission brief. Highlight Equip and press A.



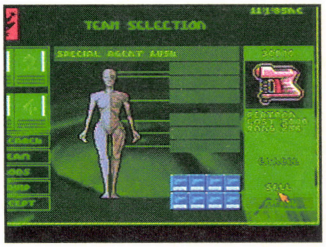
Buy eight pistols and when asked to sell, choose Cancel.



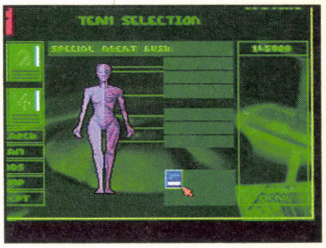
Instead, choose the Pertron and sell. You'll get $5,000.



Repeat until you have enough money for Research.



Research the Gauss gun and when you can buy it...

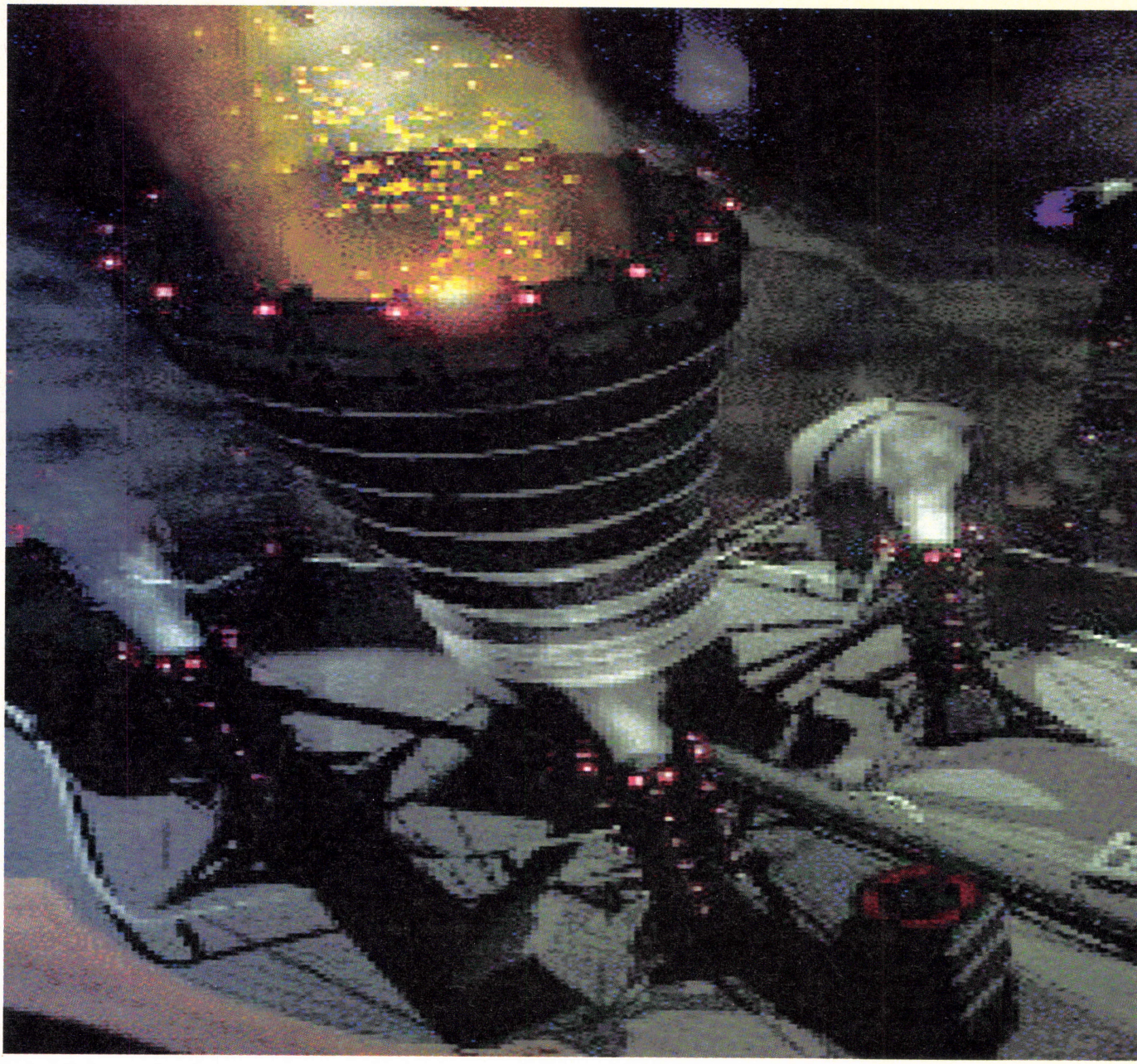


Use this method you used with the Pertron to get $50,000!

Defense conditions are observed, measured, and often predictable...

Defcon 1 is a prelude to annihilation; Defcon 5 a mandate for peace.....BUT

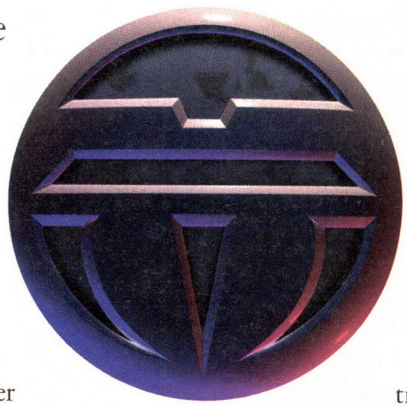
DEFCON 5™



PEACE HAS

"An original space adventure combining strategy, action, and shooting game genres."

– EGM



Human outposts in space are cheap targets for alien invaders, and the Tyron Corporation has cashed in on the defense systems they created to protect them. The fact that there has never been documented proof of alien existence has not stopped them from making billions from humanity's fear of the unknown. An unsuspecting technician on a remote mining site discovers a deadly plot launched by the Tyron Corporation to ensure its monopoly on lucrative government defense contracts. Now considered a threat, the



A PRICE...

technician has the Tyron Corporation's undivided attention. With the full might of the corporation on his back, the technician races against time to get the word out before the corporation gets him.

Call 1-800-771-3772 for information on Game Rating.

DEFCON 5 is available on multiple platforms including:
PC CD-ROM, Sega Saturn, Sony PlayStation and 3DO.

- Immerse yourself in futuristic graphics beyond belief.
- Play from a defensive perspective — your best offense is your defense.
- Surround yourself with high-end, digitized sounds.
- Take a two-week sabbatical to finish this game.

PlayStation™ SEGA SATURN 3DO DATA EAST LG Electronics GoldStar NOVA SPRING™

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And they* said it couldn't be done.

* *"They" being all those bone-head, pencil-necked, I-guess-you're-not-as-smart-as-you-look techno geeks who said there's no way to get next-gen graphics, humongous characters, and a mind-blowing variety of game play all on a 16-bit system. Well, maybe "they" should try this on for size.*

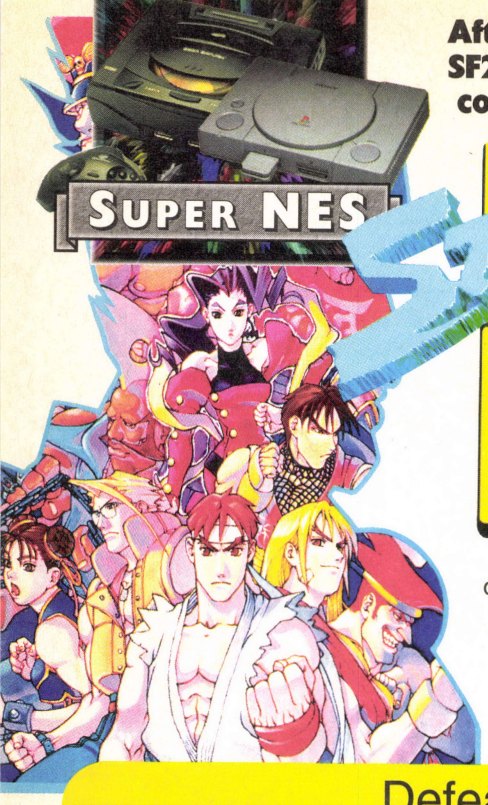


For Sega™ Genesis™ and Super NES®



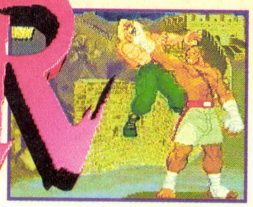


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After the original Street Fighter and before SF2, there was another competition known as:

STREET FIGHTER ALPHA

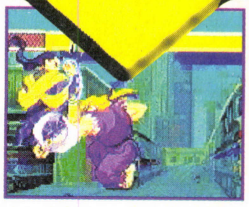


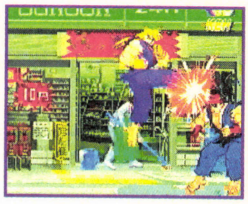
STRATEGY TALK

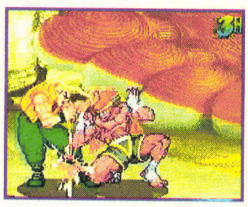
Street Fighter Alpha has so much technique and strategy there isn't enough room for it in this little box.

—Ron Marciniak

Don't forget, you can now air block. You'll find this very handy if you're about to fall on a projectile.







Defeating your Opponent's Blocks



An overhead hit will damage an opponent that is crouched down blocking.

The key to victory in Street Fighter Alpha (SFA) is to master the overhead hits. These moves will go over a crouching character's block to inflict damage. Most players will jump in, attack in the air then go for some kind of sweeping move. Therefore, most players instinctively will block high then automatically go low. In Alpha, you can crush an opponent who does this by using an overhead hit. Once your opponent catches on to what you are doing and starts blocking high after the air attack, start attacking low. Keep changing your method of attack, so you won't be predictable. This way you can destroy an opponent by making him block wrong.



If your opponent is blocking high, attack with a move that will hit toward the feet.

Mastery of Alpha Counters will make your opponent think twice before attacking.





Your character will put up his/her block the second before he/she gets hit. Once you see this, perform your Alpha Counter.

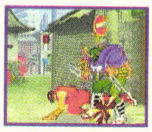
The person getting off the ground has the initiative when attacking. Therefore, if you perform any type of move the second before you get off the ground, you will hurt anyone who gets too close.





When attacking from the air, make sure to hit your opponent's chest, so he/she won't be able to block the next attack. If you hit him/her on the top of the head, the delay between your hit and the time it takes to reach the ground will give your opponent enough time to block or retaliate.



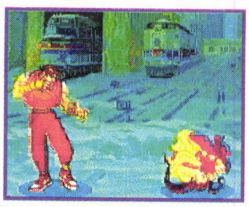




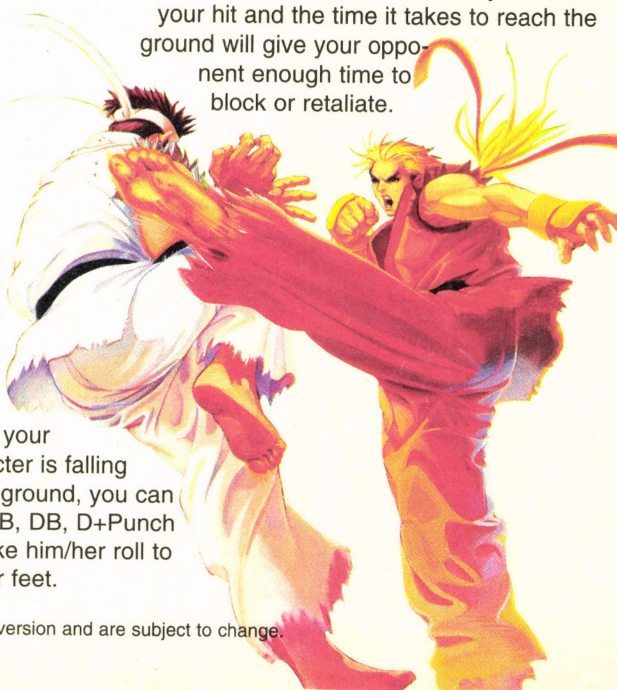


For some characters you can increase the number of hits of his/her super moves by rapidly pressing all three Punch/Kick buttons.

All throws can be done by pushing toward or away from your opponent and pressing either Strong, Fierce, Forward or Roundhouse. Also, you can counter a throw by throwing your opponent the split second after he/she throws you. If successful, you'll receive a tech bonus.



When your character is falling to the ground, you can press B, DB, D+Punch to make him/her roll to his/her feet.



*Note: All moves and information were taken from a prototype version and are subject to change.




After Akuma does a Short Hurricane Kick, he can then do a Dragon Punch and hit his opponent before they hit the ground.




You can charge moves while you're on the ground and do a wake-up Flip Kick to counter any would-be attacker.

BUFFERING

Buffering is a technique that allows you to execute certain combos. There are two techniques you can use to accomplish this: The first is done by starting your joystick motions while another move is going on. For instance, you can start doing a Dragon Punch before Ken or Ryu get off the ground. If you finish the move as you get up, you will do an immediate Dragon Punch. The second type of buffering move requires that you trick the computer a little. This is done by starting the motions of a special move, then hitting and holding your Punch/Kick button halfway through the move, and releasing it as you complete it. For example, if you are doing Ken's Fireball, and you hit D, DF+Punch (and hold Punch), F and release Punch, you'll do an uppercut followed by a fireball. There are many moves that can be linked together, and with a little innovation you can go on forever. The following are some examples of how to perform Buffer moves:

When doing Supers, you have to buffer them the same way, but you must do half of the motion before pushing and holding a button. For example, Ken can do an Uppercut Super Dragon Punch by pressing D, DF, F, D + H.B. DF, F + R.B.

Charge B, F Moves




Charge B/DB, H.B., F+R.B. and hit button again.

D, DF, F and D, DB, B Moves




Down, H.B., DF, F+R.B
Down, H.B., DB, B+R.B

Charge D, U + Punch / Kick Moves

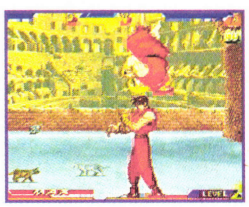



Charge D, H.B., U + R.B., Punch/Kick

On each of the characters' pages there is a chart of his/her moves. Use this chart to learn what moves will attack where. For instance, if you are jumping in the air, you will want a move that kicks down; if you are jumping up at a jumping opponent, you will obviously want a kick that aims up. There is a counter to every move in this game and there is a counter to that counter. By knowing what every one of the moves does, you'll be able to become a Street Fighter master.

Neck Kicks/ Crossovers:

This is a technique that allows you to tamper with the your opponents' blocking. If you jump a certain distance away from your opponent while doing a specific flying move, you'll jump over the character's head, hitting him/her behind his/her block, and then landing on the other side. If your opponent doesn't see this, block the opposite direction. This is a guaranteed hit and can be used to set up deadly combos. It works extremely well when someone is getting off the ground. (Look on each character's page for his/her specific Neck Kicks).





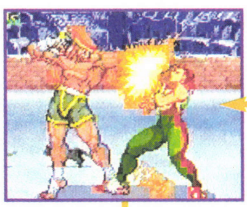
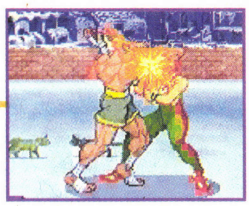
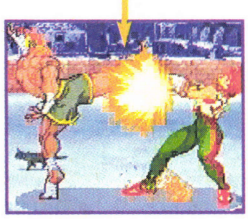
Notice in the two pictures above that Ken actually jumps over this opponent, hitting him behind his block on the way down. The only way this can be countered is to block the other way (see picture above right).

Overhead Hits:

An Overhead Hit is a move that is done on the ground and will go over a crouching opponent's block. These moves must be blocked high.

Chains:

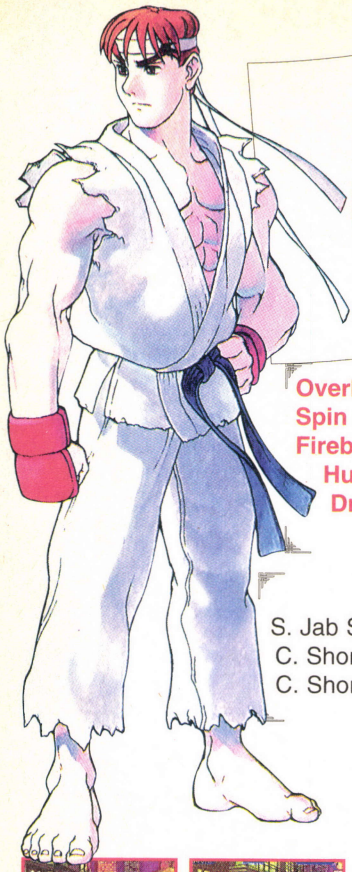
A Chain is a series of button taps that perform a certain sequence of moves. Once the first one connects, the other move cannot be blocked. Each character has a set of chains listed on his/her individual pages. These are in no way the only ones, and you can also mix up the order. These should be used to set up special moves that will allow you to inflict a great deal of damage. See the section on Buffering to learn how this can be done.

Adon can chain S. Jab, S. Strong, S. Roundhouse. Notice that if you tried to do S. Jab, S. Forward, S. Roundhouse, you would not be able to get three hits.

F: Forward
B: Backward
D: Down
U: Up
DF: Down Forward
DB: Down Backward
UF: Up Forward
UB: Up Backward
C.: Crouching/Low
S.: Standing
F.: Flying
J.: Jump
H.B.: Press and hold either Punch or Kick.
R.B.: Release button
Charge: Hold the controller in the specified direction for two seconds before performing the move.
Kick: Means you can use any of the Kick buttons.
Punch: Means you can use any of the Punch buttons.

*Note: All moves and information were taken from a prototype version and are subject to change.



RYU

Overhead Punch: F, F+Strong
Spin Kick: F, F+Forward
Fireball: D, DF, F+Punch
Hurricane Kick: D, DB, B+Kick
Dragon Punch: F, D, DF+Punch

Chains:
S. Jab S. Strong, C. Roundhouse
C. Short, C. Roundhouse
C. Short, C. Forward, C. Roundhouse

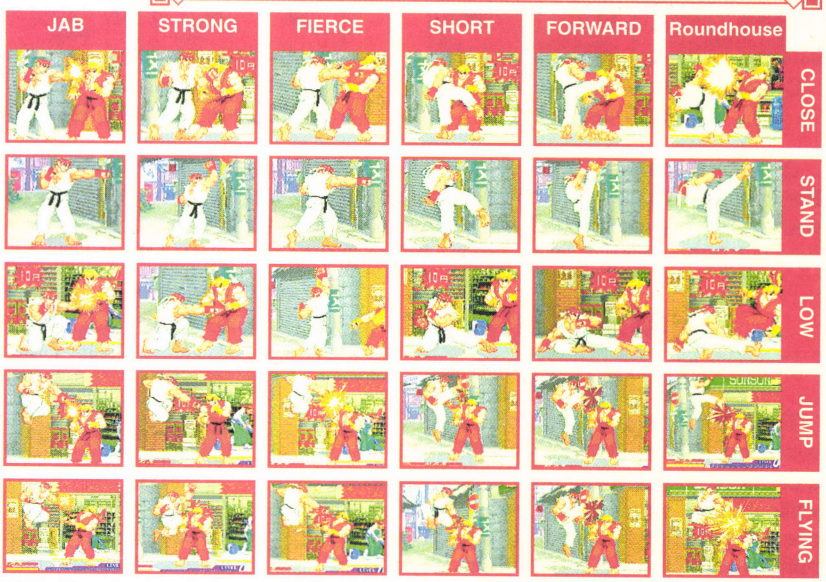
Once again Ryu makes an appearance in a Street Fighter game. Like the other battles, Ryu enters for the spirit of the fight. After defeating Sagat in the first battle, many wonder whether he won because of luck or skill. Well, in this version, Ryu must battle his way through the other warriors to met Sagat in the ultimate rematch. The question of Ryu's success lies in your hands. Your primary weapon should be the use of fireballs. Don't be predictable in their use, or you won't last long because many characters have counters for these. Finally, Dragon Punches should keep opponents from jumping in, and you can nail any opponent's attack with a Dragon Punch as you're getting up off the ground.



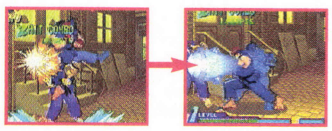
If you throw your fireballs slow, fast, slow, fast, etc., you'll find that it messes up your opponent's timing.



If your opponent throws a projectile at you, throw your super fireball. This will eat up the projectile and do damage to the player.



If you do a Hurricane Kick and your opponent blocks it, come out of the kick with C. Shorts.



Super Hurricane Kick **Super Fireball**



You can still do Neck Kicks in this version, but you'll have to use a Flying Forward instead of F. Roundhouse. Use this to set up combos.



F. Strong **C. Jab** **C. Jab** **C. Strong** **Super Fireball**



F. Roundhouse **C. Short** **C. Short** **C. Forward** **Super Hurricane Kick**

Super Hurricane Kick

D, DB, B, D, DB, B+Kick

Level 1: 4 hits.
Level 2: 8 hits.
Level 3: 12 hits.



This move is deadly and can be used at almost anytime. To ensure a hit, get your opponent stuck in C. Shorts and then do this super. (See combo.)

Super Fireball

D, DF, F, D, DF, F+Punch

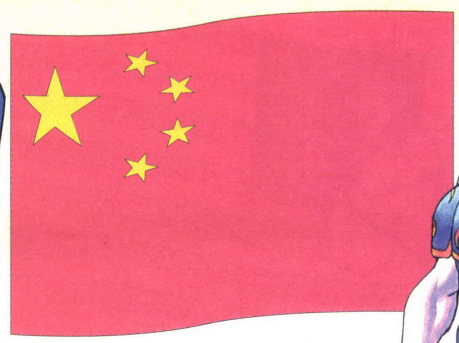
Level 1: 3 hits.
Level 2: 4 hits.
Level 3: 5 hits.

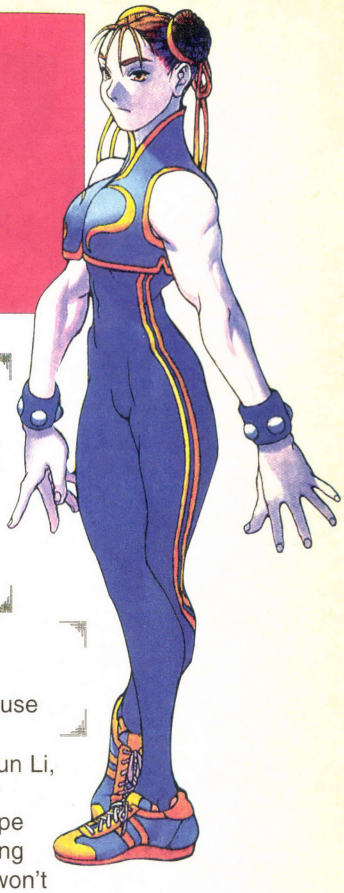


Although this Super doesn't do very much damage, it can be very effective in battle. Look on this page to see just exactly how it can be done.

Note: All moves and information were taken from a prototype version and are subject to change without notice.

CHUN LI

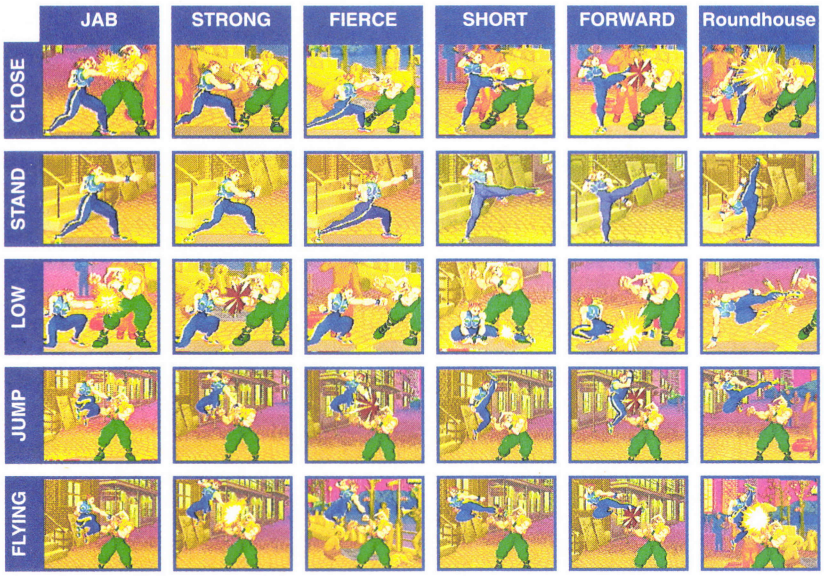




Chun Li enters this fight claiming she is here to arrest Bison on drug-trafficking charges. However, if you are good enough to battle your way to Bison and beat him, you'll find the true reason for her entering. In these battles, Chun Li is more powerful than ever. Her fireball combined with her speed allows her to play much like Guile from Street Fighter II. When using her, make sure you are constantly charging Down and Back. This way you can get off a Kikkoken or Rising Spin Kick at will. You should rarely be hit from the air because her Rising Spin Kick will keep opponents scared. The one thing to watch out for is her jump. Although she's fast, she stays in the air for a long period of time. This can be extremely hazardous!

Stomp: In Air D+Forward
Knee Flip: DF+Roundhouse
Spinning Kick: F, DF, D, DB, B+Kick
Lightning Kicks: Press Kick Rapidly
Kikkoken: Charge B, F+Punch
Rising Spin Kick: Charge D, Up+ Kick

Chains:
S. Jab, S. Strong, S. Fierce
C. Jab, C. or S. Strong, C. Roundhouse



When fighting with Chun Li, keep walking into your opponent using any type of standing or Crouching Punch. This way you won't give your opponent a chance to attack back.



Chaining Fireballs on the end of Strong and Forward moves will catch your opponent off guard.

Pushing Down when doing Chun Li's Lightning Kicks makes her initiate the move faster.

Her Knee Flip can not only be used as a Neck Kick, but it can be used to go over projectiles as well.





Chun Li's Spinning Kick will go over projectiles.

Super Lightning Kicks
Charge B, F, B, F+Kick
Level 1: 5 hits.
Level 2: 6 hits.
Level 3: 7 hits.



She'll take a few steps forward when she does the kicks. This increases your range, allowing you to use this at the end of a Chain.

Super Spinning Air Kick
Charge D, DB, DF, DB, U+Kick
Level 1: 5 hits.
Level 2: 6 hits.
Level 3: 7 hits.



This move is most effective when used close to an opponent on the ground. If you knock him/her out of the air with it, you won't do as much damage.

Super Kikkoken
D, DF, F, D, DF, F+Punch
Level 1: 5 hits.
Level 2: 7 hits.
Level 3: 10 hits.



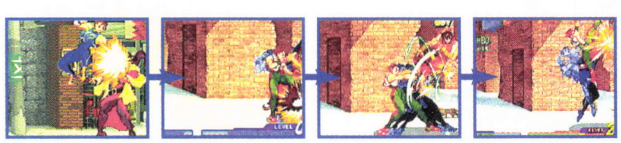
This move is *powerful*! The level three will always take almost half of his/her life. You can often catch people in mid-air as they try to attack.



F. Fierce C. Forward Rising Spin Kick



F. Fierce C. Forward Super Kikkoken



F. Fierce Super Lightning Kicks Super Kikkoken Super Spinning Air Kick

Note: All moves and information were taken from a prototype version and are subject to change without notice.



KEN

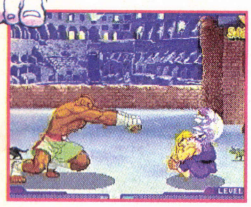
Ken has always been in the shadow of Ryu. Since they have the same move, everyone assumes they fight the same way. However, Ken enters this tournament to show just how wrong that notion is. He is determined to fight his way to the top and face Ryu in the match of powers. When fighting with Ken, you'll want to use speed to your advantage. While doing this, use his Fireballs and Dragon Punches much the same as discussed with Ryu. His most powerful weapon is obviously the Dragon Punch, and this must be performed at will, if you hope to be a powerful Ken player. Ken can get his Dragon Punch off if given only the slightest pause. So if you are being nailed by some combo, start jagging at the controller to counter the attack. Ken kicks @$$!!!

OverHead: F+Forward
Fireball: D, DF, F+Punch
Hurricane Kick: D, DB, B+Kick
Ground Roll: D, DB, B+Punch
Dragon Punch: F, D, DF+Punch
Air Throw: In Air F+Forward/Fierce

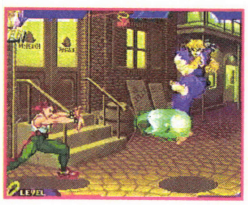
Chains:

S. Jab, S. Strong, C. Roundhouse
C. Jab, C. Short, C. Forward, C. or S. Roundhouse
C. Short, C. Forward, C. Roundhouse

Like Ryu, Ken can do Neck Kicks using a Flying Forward.



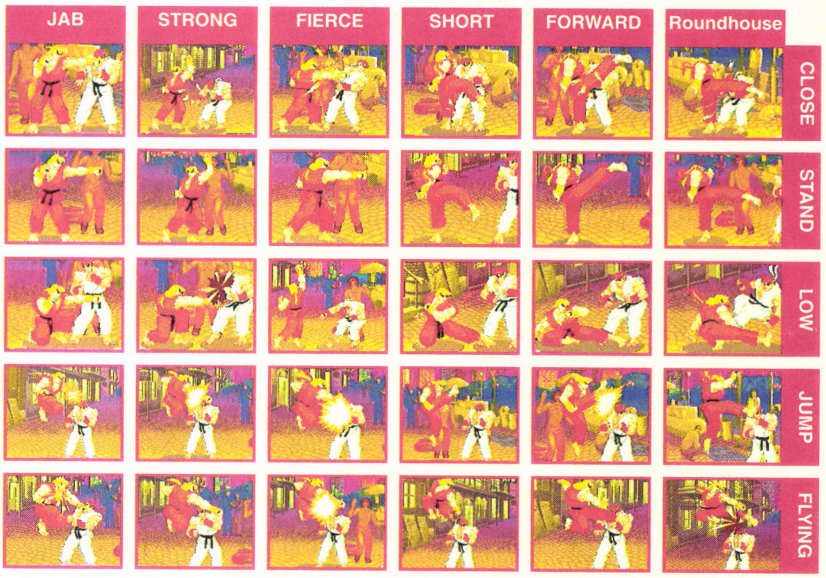
Ken's roll not only goes underneath projectiles, but you can also use it to get to the other side of your opponent.



Ken and Ryu's Hurricane Kicks now go over projectiles.

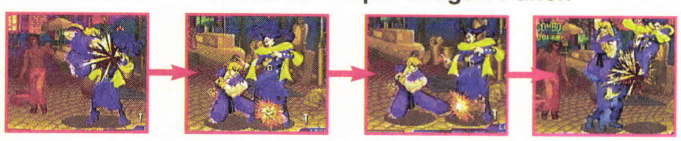


Make sure you throw your Fireballs, Slow, Fast, Slow Fast, Etc.





F. Roundhouse C. Fierce Super Dragon Punch



F. Punch C. Short C. Short Vacuum Dragon Punch



F. Punch C. Short C. Short C. Forward Hurricane Kick

Vacuum Dragon Punch

F, D, DF, F, D, DF+Punch

Level 1: 6 hits.
Level 2: 10 hits.
Level 3: 14 hits.



This Super rules, but its range is extremely weak since it goes straight up. When you are performing it, keep pressing your Kick buttons to do more damage.

Super Dragon Punch

D, DF, F, D, DF, F+Punch

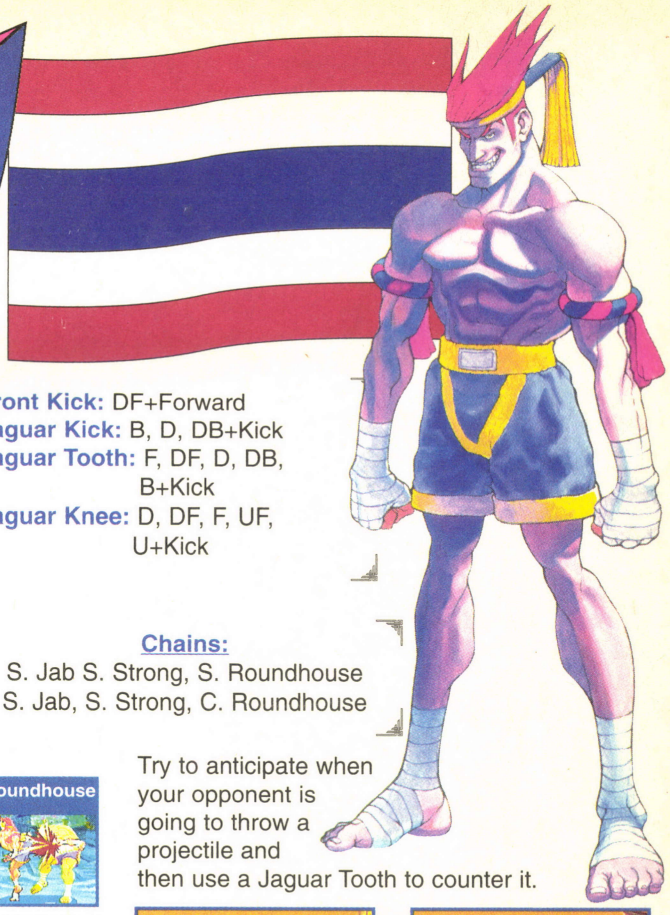
Level 1: 4 hits.
Level 2: 6 hits.
Level 3: 8 hits.



This Super is pretty weak, but it does have a good range that can make it effective. You'll want to hit your opponent when he/she is on the ground, because if you hit him/her out of the air, you'll only get a few hits.

Note: All moves and information were taken from a prototype version and are subject to change.

ADON



Adon enters this battle to face his teacher Sagat, because he feels he has surpassed his master. If he is victorious, M. Bison claims he has something in store for Adon. What that is remains a mystery unless you have the power to destroy Sagat. Adon's tools in the fight are powerful against a projectile-type person such as Sagat. Most of Adon's moves will allow you to jump off fireballs quickly while attacking. Most of his normal moves are very slow, so you'll want to fight a defensive battle. Wait for your opponent to attack and then counter. His Jaguar Knee can be used much like a Dragon Punch, but be careful because it is much easier to knock Adon out of his Jaguar Knee than Ken or Ryu out of a Dragon Punch.

Front Kick: DF+Forward
Jaguar Kick: B, D, DB+Kick
Jaguar Tooth: F, DF, D, DB, B+Kick
Jaguar Knee: D, DF, F, UF, U+Kick

Chains:
S. Jab S. Strong, S. Roundhouse
S. Jab, S. Strong, C. Roundhouse



Try to anticipate when your opponent is going to throw a projectile and then use a Jaguar Tooth to counter it.







Adon can crossover using a Flying Forward.

Super Dashing Punch
D, DF, F, D, DF, F+Punch
Level 1: 4 hits.
Level 2: 6 hits.
Level 3: 7 hits.



You can increase the number of hits by rapidly pushing all three Punch buttons while Adon performs this move. You can get up to nine hits.

Super Jaguar Kick
B, D, DB, B, D, DB +Kick
Level 1: 3 hits.
Level 2: 4 hits.
Level 3: 6 hits.

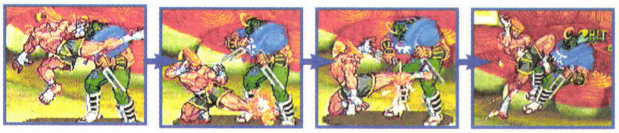


His Super Jaguar Kick should only be used over a fireball or from long range. It is pretty weak and you would be better off going with the Super Dashing Punch.

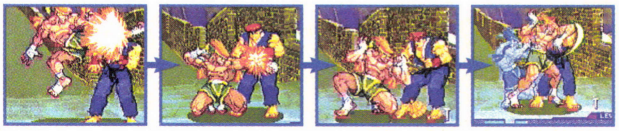


When you are getting up after being knocked down and your opponent attacks you from the ground, do a Jaguar Knee to defeat his/her attack.





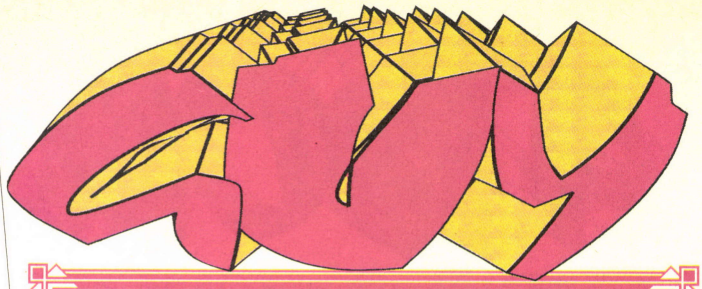
F. Roundhouse, C. Short, C. Forward, Jaguar Knee



F. Roundhouse, C. Jab, C. Forward, Super Dashing Punch

Note: All moves and information were taken from a prototype version and are subject to change.



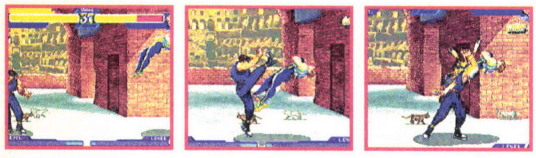


Guy didn't enter the first Street Fighter tournament because he was off doing battle in Final Fight. However, he enters this tournament wanting to prove that he is truly a powerful warrior. This power he speaks of comes from pure fighting skills. Guy doesn't use any projectiles or grabs. Instead, he uses speed. He is the fastest character in Alpha, and this can be deadly. When fighting with him, you'll want to constantly keep attacking, not giving your opponent time to set anything up. This can be accomplished by using your Run to get in close, and then keep whaling on your opponent with overhead hits and chains. By constantly bombarding your opponent, he/she won't know where to block.

Overhead Elbow: F+Strong
Elbow Drop: In Air D+Strong
Flip Kick: DF+Roundhouse
Run: D, DF, F, Short, Kick
Running Slide: D, DF, F, Forward, Kick
Dash Kick: D, DF, F,Roundhouse, Kick
Bushin (Air suplex): D, DF, F, Punch, Punch
Bushin (Hurricane Kick): D, DB, B+Kick
Air Throw: In Air+Strong or Fierce

Chains

S. Jab, S. Strong, S. Fierce, S. Roundhouse
C. Short, S. Strong, S. Roundhouse, C., Roundhouse C. Short, C. Forward, C. Roundhouse



Guy's Bushin (Hurricane Kick) works well against opponents attacking you from the air. You can also use his S. Fierce or S. Roundhouse.



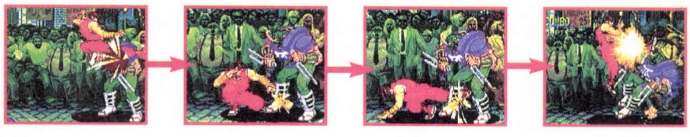
Use Guy's Bushin (Air Suplex) to attack over projectiles.

Guy can Crossover using a Flying Forward.

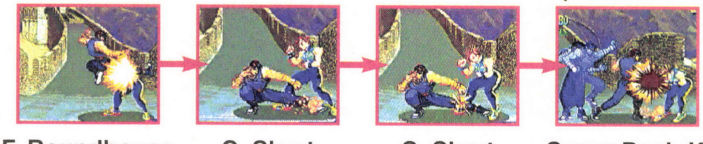
Jump in on your opponent and hit him/her with a barrage of ground attacks followed by a running move.



Your opponent will most likely block, but if you mess the order and moves up, Guy can easily get them to block wrong.



F. Roundhouse — C. Short — C. Forward — Bushin (Hurricane Kick)



F. Roundhouse — C. Short — C. Short — Super Dash Kick



J. Roundhouse — C. Jab — S. Strong — S. Fierce — Dash Kick

Super Dash Kick
D, DF, F, D, DF, F+Kick
Level 1: 4 hits.
Level 2: 6 hits.
Level 3: 7 hits



This move has extremely good range and should be used when your opponent is on the ground. It is very effective as a Wake-up move.

Super Air Punch
D, DF, F, D, DF, F+Punch
Level 1: 4 hits.
Level 2: 5 hits.
Level 3: 6 hits.

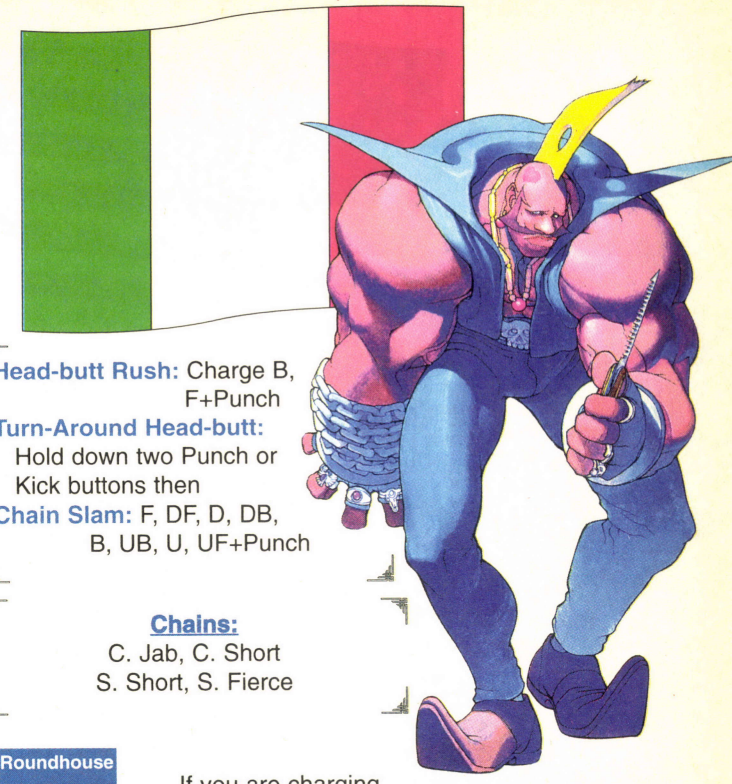


His Super Air Punch should be used against an opponent that is jumping in on you; however, it can be used against some on the ground.

Note: All moves and information were taken from a prototype version and are subject to change without notice.

BIRDIE

We saw Birdie in the first Street Fighter tournament, but he didn't do too well. This time he enters the tournament to fight Bison. He wants to prove he has the ability to be his right-hand man. Birdie definitely has the strength to destroy anyone, but his speed makes this very difficult. You have to use a defensive style when using Birdie and even be a little cheap. His Head-butt Rush and Turn-Around Head-butt are extremely slow; therefore, concentrate on his Chain Slam as the main weapon of attack, jumping over projectiles and grabbing people off the ground. His only other strength lies in his reach. Don't let anyone get in on you when you're fighting with Birdie, or you're dead.



Head-butt Rush: Charge B, F+Punch

Turn-Around Head-butt: Hold down two Punch or Kick buttons then

Chain Slam: F, DF, D, DB, B, UB, U, UF+Punch

Chains:
C. Jab, C. Short
S. Short, S. Fierce



If you are charging Birdie's Turn-Around Head-butt with punches, you can still use your Kick. If you charge with your Kicks, you can still use your punches.



If your opponent is in close attacking you and then jumps away, a Fierce Head-butt Rush is almost a guaranteed hit.



Birdie can Crossover using either a Flying Strong or a Flying Roundhouse.

Super Chain Slam
D, DF, F, D, DF, F+Kick
Each level ups the amount of damage done.

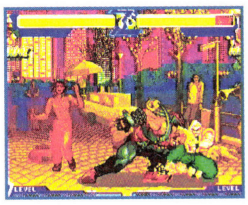


This is Birdie's best move. The Double Fireball motion makes it easy to pull off on a control pad, which will make people think twice before throwing a projectile.

Super Head-butt Rush
Charge B, F, B, F+Punch
Each level increases the amount of damage done.



His Head-butt Rush is okay, but it is hard to hit someone with it since Birdie's moves are so slow. Wait to use this when someone makes a mistake.



You have to be careful when doing the Head-butt Rush, because if you miss the recovery time, it can be deadly. The Jab Head-butt Rush has the quickest recovery time, but its range is weak. The Fierce has the best range but the worst recovery time; therefore, if you are fighting in close, make sure you only use the Jab Head-butt.



F. Roundhouse C. Forward Chain Slam



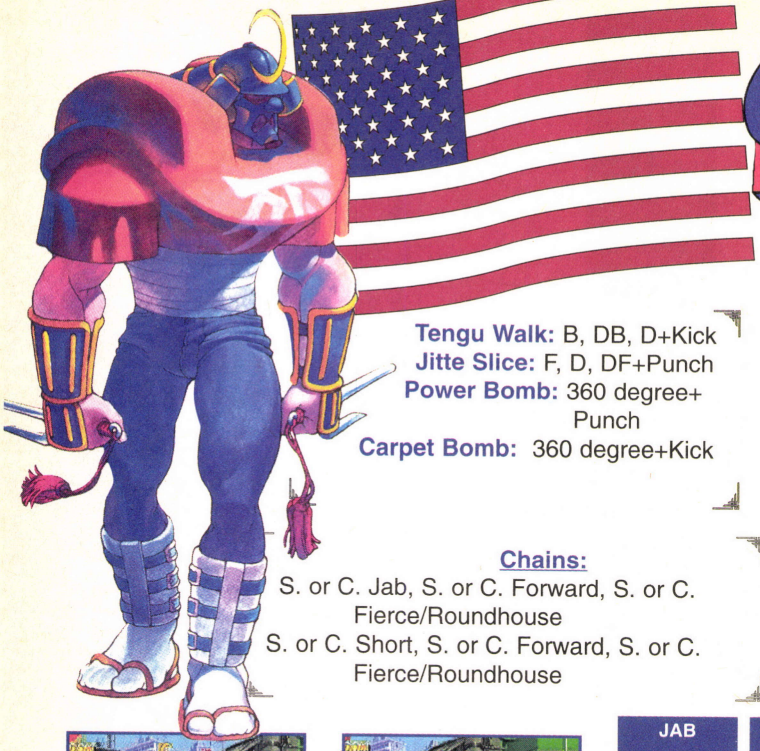
F. Roundhouse S. Short S. Fierce



F. Roundhouse C. Fierce Super Head-butt Rush

Note: All moves and information were taken from a prototype version and are subject to change without notice.

SODOM



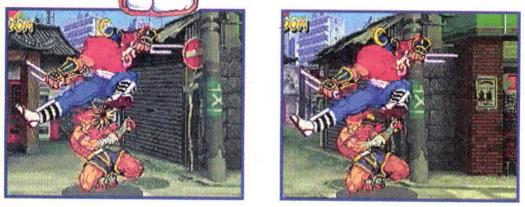
Tengu Walk: B, DB, D+Kick
Jitte Slice: F, D, DF+Punch
Power Bomb: 360 degree+Punch
Carpet Bomb: 360 degree+Kick

Chains:

S. or C. Jab, S. or C. Forward, S. or C. Fierce/Roundhouse

S. or C. Short, S. or C. Forward, S. or C. Fierce/Roundhouse

We first saw Sodom in Final Fight when he was beaten by Guy. Now he follows Guy into the Street Fighter tournament to get his revenge. He has some sort of plan up his sleeve, but what it is exactly remains unknown at this time, because he must first prove his worth by destroying Guy. Sodom's one weakness is his lack of a projectile; however, if used right, he can be very deadly. He attacks very swiftly—taking advantage of this is the key to success. Constantly keep attacking using your chains. Since most of his moves are throws, you'll have to fight Sodom a little cheaply. Try do Jump Kicks and when you land, do a Power Bomb or Carpet Bomb.



Sodom can Crossover using Flying Shorts or Flying Forward.



Sodom's Power Bomb cannot be blocked, so you can jump in on your opponent and force him/her to block then nail him/her with this move. This is extremely cheap, but "*Hey it's in the game.*" "Well, how about it takes no skill to play cheap!"



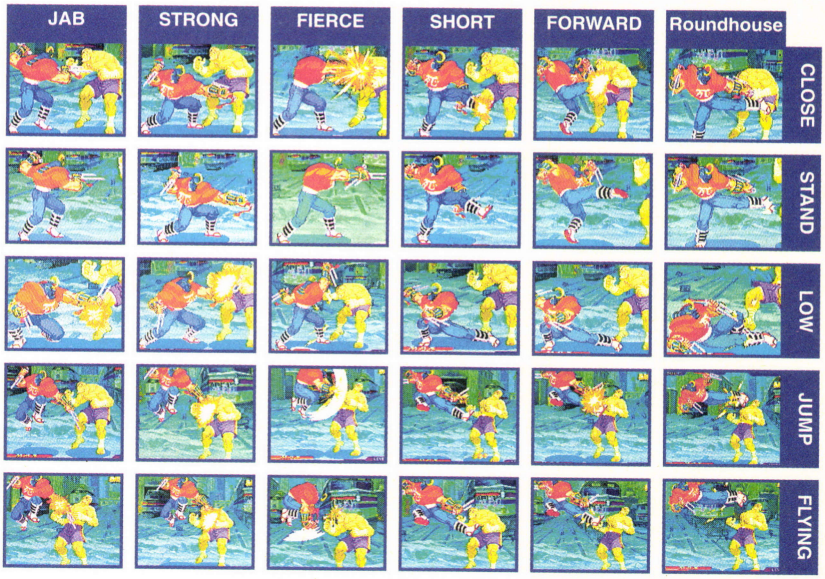
Unlike the Sodom's Power Bomb, his Carpet Bomb can be blocked. (If you can use this one, great, because anyone who doesn't block deserves to be annihilated. There is no room for weaklings in the ranks!)



F. Roundhouse **S. Jab** **Super Jitte Slice**



F. Roundhouse **S. Short** **S. Forward** **S. Roundhouse** **Carpet Bomb**



Super Jitte Slice

D, DF, F, D, DF, F+Punch

Level 1: 3 hits.
Level 2: 6 hits.
Level 3: 7 hits.

Sodom's Slide (Crouching Roundhouse) will go under all projectiles, and it has very little recovery time. This move should be utilized.



Super Power Bomb

720-degree circle+Punch

Level 1: 5 hits.
Level 2: 7 hits.
Level 3: 9 hits.

Although the Super Power Bomb does more damage, this Super will go through projectiles if done at Level Two or Three.



This super can do over 75 percent damage to your opponent. It can easily be done after a Jump Kick when your opponent is preparing to block a ground attack. (Kind of cheap!)

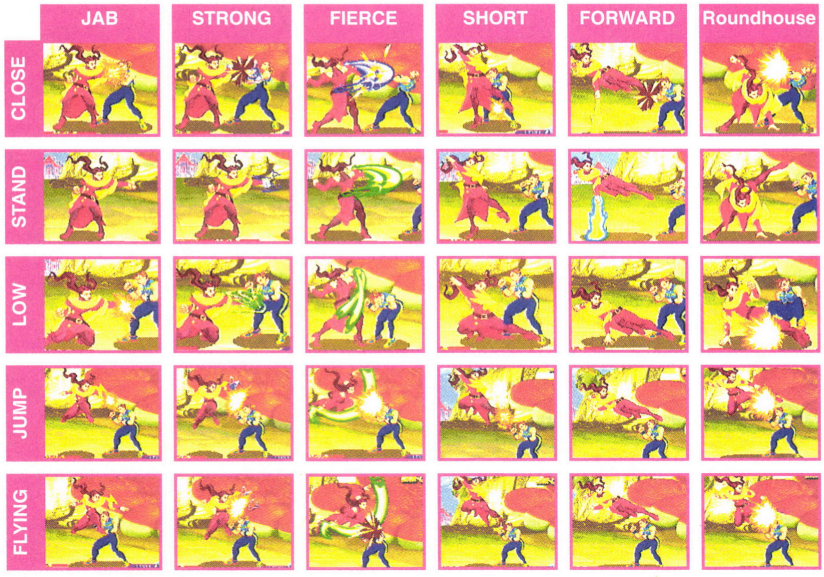
Note: All moves and information were taken from a prototype version and are subject to change without notice.

ROSE

For some strange reason, Rose has entered this tournament with an objective to kill M. Bison. No one knows why she is out for his blood; she just tells us he is too powerful. Rose is very powerful, too, being the best new character in the game. You'll want to use your Soul Reflects and absorbs to defend against projectiles. Once you send the projectile flying back the other way, follow it in with an attack of your own. Her Slide is her best move because there is very little recovery time, and it has an incredible range. This move should be your main weapon of attack. Be careful when using her Soul Spark because it is very slow, and you often get nailed.



Slide Kick: DF+Forward
Soul Spark: B, DB, D, DF, F+Punch
Soul Absorb: D, DB, B+Jab
Soul Reflect Horizontally: D, DB, B+Strong
Soul Reflect Diagonally up: D, DB, B+Fierce
Soul Throw: F, D, DF+ Punch



Chains:

C. Jab, C. Short, C. Forward, C.Roundhouse
C. Jab, C. Short, C. Roundhouse
C. Jab, C. Jab S. Fierce
C. Jab, C. Jab, C. Forward, C. Roundhouse
S. Jab, S. Jab, S Roundhouse



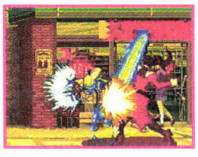
Rose's best move is her Slide Kick because it has incredible range and no recovery time.

Don't be afraid to use Rose's reflects because there is no recovery time. They're most effective when used up close because this will catch your opponent off guard.

Aura Soul Spark
D, DB, B, D, DB, B+Punch
Level 1: 3 hits.
Level 2: 6 hits.
Level 3: 9 hits.

Aura Soul Throw
D, DF, F, D, DF, F+Punch
Each level just increases the damage done.

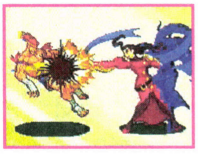
Soul Illusion
D, DF, F, D, DF, F+Kick
Level 1: 5-second image.
Level 2: 6-second image.
Level 3: 9-second image.



Not only can you use her Reflects to negate fireballs, but you can also use them as a form of attack. They work great against a jumping player.



You can use her Flying Forward to Crossover Kick on your opponent.



Since her Aura Spark is so slow, this is very hard to connect with, and it doesn't do very much damage. You shouldn't waste your level meter.



This move is cool because your opponents can't knock you out of it like her normal Soul Throw. This will help prevent them from jumping in.



Holy Super Combo, this rules! Do this before you do any combo, and you'll do some serious damage.

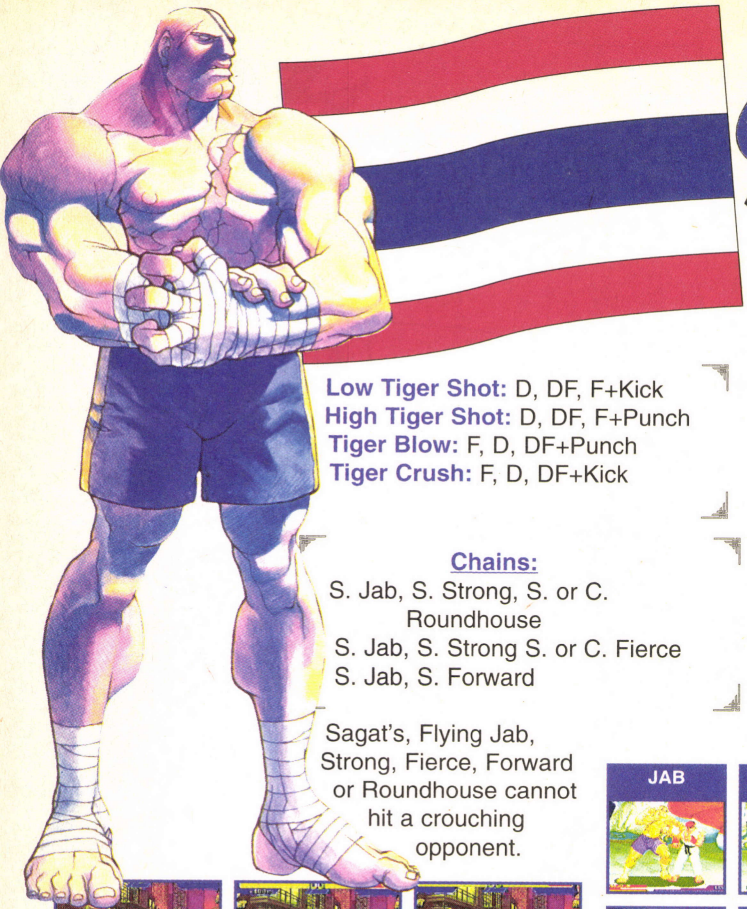


F. Roundhouse | C. Forward | C. Fierce | Level 2 or 3 Aura Soul Throw



Level 1 Soul Illusion | F. Fierce | S. Fierce | Level 2 Aura Soul Spark

Note: All moves and information were taken from a prototype version and are subject to change without notice.



SAGAT

If you don't know by now, the scar on Sagat's chest was caused by Ryu's Dragon Punch. When Ryu defeated Sagat in the first Street Fighter, he stole his honor. Now Sagat fights in this tournament to regain his honor. He wants his revenge on Ryu. This revenge is easily had in Alpha because Sagat is powerful. His size gives him a great advantage. Many say he is too slow, but his size makes up for this. Use his Tiger Shots and Tiger Blow to keep your opponent away from you. Don't let them get too close because Sagat's slow speed will make it hard for you to attack. When fighting with Sagat make sure to use an offensive fighting style, keeping your opponent at a distance.

Low Tiger Shot: D, DF, F+Kick
High Tiger Shot: D, DF, F+Punch
Tiger Blow: F, D, DF+Punch
Tiger Crush: F, D, DF+Kick

Chains:

S. Jab, S. Strong, S. or C. Roundhouse
S. Jab, S. Strong S. or C. Fierce
S. Jab, S. Forward

Sagat's, Flying Jab, Strong, Fierce, Forward or Roundhouse cannot hit a crouching opponent.



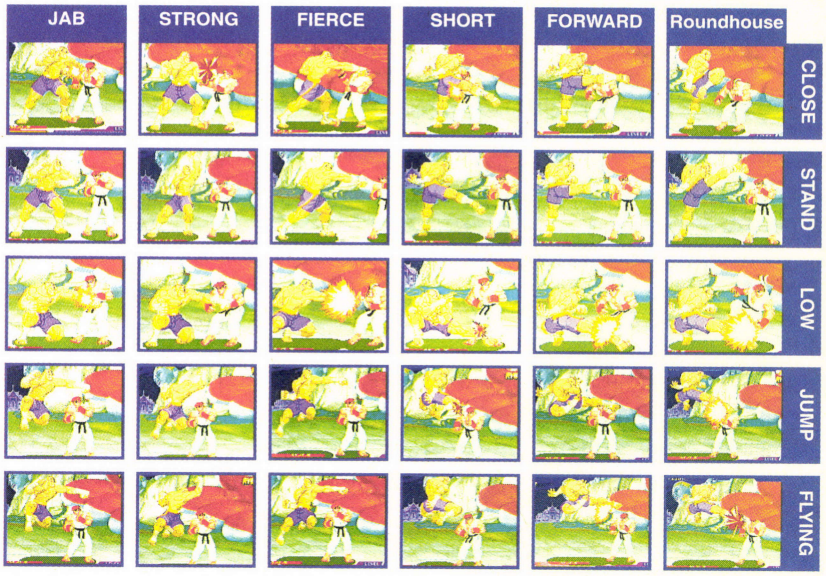
When you throw Sagat's Tiger Shots, alternate between slow, low shots and fast, high shots. This will greatly affect opponents' timing, and they will constantly jump into your shots.

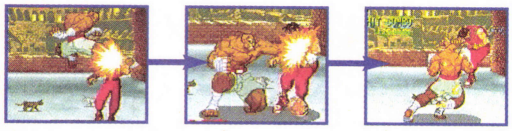


Sagat can Crossover using a Flying Short.



Use your Tiger Crush to go over your opponents' projectiles.





F. Roundhouse **C. Strong** **Tiger Blow**



F. Roundhouse **C. Forward** **Tiger Genocide**



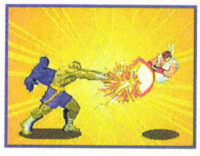
F. Roundhouse **C. Short** **Tiger Rush**

Tiger Genocide
D, DF, F, D, DF, F+Kick
Level 1: 5 hits.
Level 2: 9 hits.
Level 3: 12 hits.



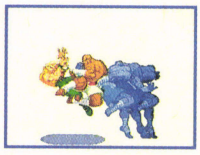
His Genocide is only effective if used at short range. This is his best Super and can be used over a projectile, which is the best way to set it up.

Super Tiger Shot
D, DF, F, D, DF, F+Punch
Level 1: 4 hits.
Level 2: 5 hits.
Level 3: 6 hits.



Just like Ryu's Fireball, you can use this move to reject your enemies' projectiles while causing them to take damage.

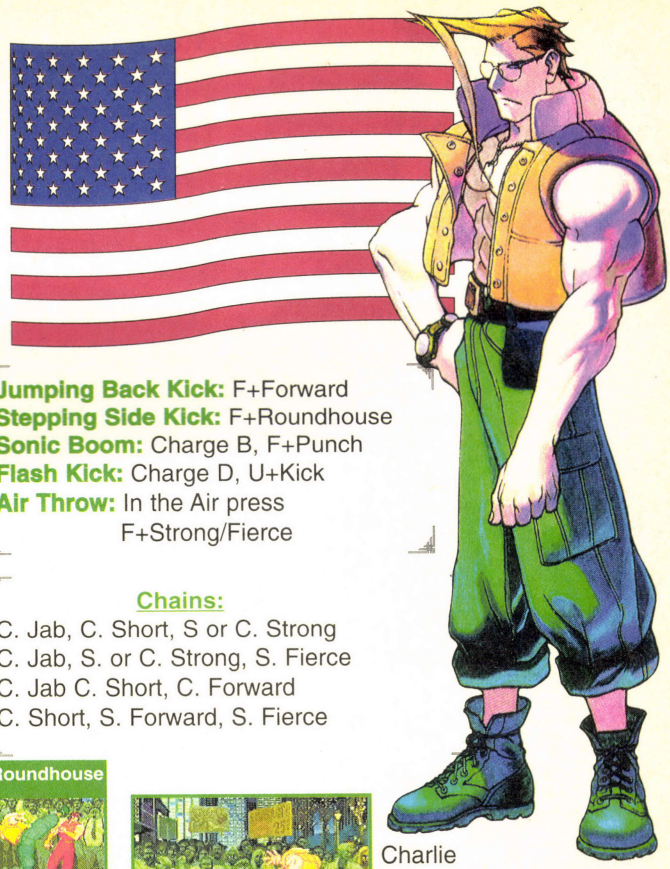
Tiger Raid
D, DB, B, D, DB, B+Kick
Level 1: 5 hits.
Level 2: 7 hits.
Level 3: 7 hits.



The Tiger Raider has incredible range; however, the farther away you are, the less hits it will do. Set this Super move up with a Chain Combo.

Note: All moves and information were taken from a prototype version and are subject to change

CHARLIE



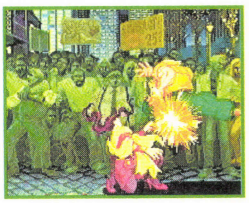
Like Chun Li, Charlie is here to take Bison in for crimes he has committed. However, if you beat Bison in the final match, you'll be in for a big surprise. In fact, this is the same surprise that made Guile leave his family to enter the competition known has Street Fighter II. You can tell Charlie and Guile trained together because their moves are almost identical. Charlie has a longer pause after his Sonic Boom, which hampers his effectiveness. However, you can still use him much like Guile. You'll want to charge Back and Down constantly while throwing and then when walking behind, do slow Sonic Booms. Be cautious when using his Flip Kick because he can be hit out of it with any well-timed kick or punch.

Jumping Back Kick: F+Forward
Stepping Side Kick: F+Roundhouse
Sonic Boom: Charge B, F+Punch
Flash Kick: Charge D, U+Kick
Air Throw: In the Air press F+Strong/Fierce

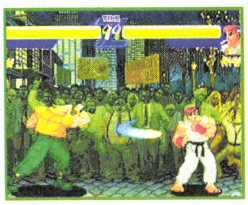
Chains:

C. Jab, C. Short, S or C. Strong
C. Jab, S. or C. Strong, S. Fierce
C. Jab C. Short, C. Forward
C. Short, S. Forward, S. Fierce





Charlie can do a Crossover Kick if he uses a Flying Forward.





When fighting Charlie, throw slow Sonic Booms and follow them in for some type of attack.

Super Kick
Charge B, F, B, F+Kick
Level 1: 4 hits.
Level 2: 5 hits.
Level 3: 6 hits.

Super Sonic Booms
Charge B, F, B, F+Punch
Level 1: 2 projectiles.
Level 2: 3 projectiles.
Level 3: 4 projectiles.

Super Flash Kicks
Charge DB, DF, DB, U+Kick
Level 1: 5 hits.
Level 2: 7 hits.
Level 3: 9 hits.



You'll want to use the Short (small/little) Flash Kick the most because Charlie can be knocked out of the Roundhouse much easier.



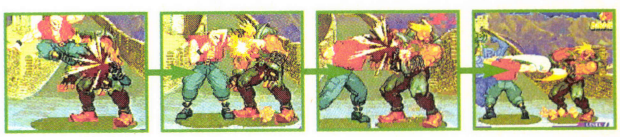
This move doesn't do very much damage, but is used in almost every occasion: getting up off the ground, defending an air attack or just attacking.



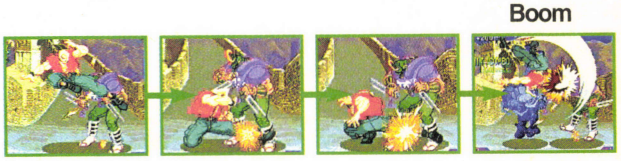
This move should be used at the end of a chain. By pressing Punch repeatedly you'll make Charlie throw out more Sonic Booms.



This move is extremely hard to get off with the control pad, and even harder to do at the end of a combo. It cannot be Air Blocked.



F. Roundhouse | C. Jab | C. Fierce | Super Sonic Boom



F. Roundhouse | C. Short | C. Forward | Super Flash Kick

Note: All moves and information were taken from a prototype version and are subject to change



BISON

Within days of Sagat's defeat by Ryu, word had traveled to Bison's land of Shadowloo. The mighty Bison could not believe this was true, so he decided to enter this competition to find out how powerful Ryu really was. If he hopes to dominate the world, he must be the supreme power. In Street Fighter Alpha he sets out to prove to the world that he is. In Alpha, fighting with Bison can be much like using Guile from Street Fighter II; however, Bison lacks a sufficient defense against air attacks; his two defenses being a Standing or crouching Fierce Punch. As as result of this, you have to fight Bison extremely offensively. Don't ever give your opponent a chance to attack. Always keep up a constant onslaught.

Bison's Psycho Crusher is the most powerful move in the game. On Level Three it can take away almost 3/4 of your opponent's damage.

Chains:
There are no chains for M. Bison

Double Knee Press: Charge B, F+Kick
Psycho Shot: Charge B, F+Punch
Demon Stomp: Charge D, U+Kick
Demon Flight: Charge D, U + Punch
Teleport: F, D, DF + all three Punches or B, D, DB+all three Kicks



Stay away from Bison's Fierce Slide. It does have good range; however, if you miss, the recovery time can be deadly.

M. Bison lacks the ability to fight defensively, so if your opponent gets in on you, use your teleport to get out of the way. If you don't, you'll be destroyed.







J. Roundhouse C. Jab Super Psycho Shot





J. Roundhouse C. Short Super Knee Press






F. Roundhouse C. Jab C. Jab Psycho Shot

Psycho Shot




C. Roundhouse

Super Knee Press
Charge B, F, B, F+Kick
Level 1: 4 hits.
Level 2: 6 hits.
Level 3: 8 hits.



The Super Knee Press can go through projectiles. This is very hard to time for a Level One Super, but Levels Two and Three go over them with ease.

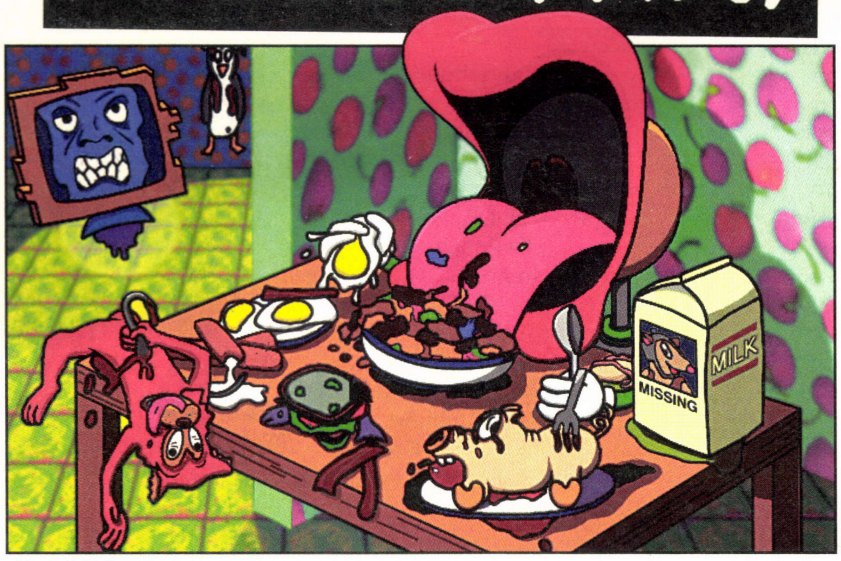
Super Psycho Shot
Charge B, F, B, F+Punch
Level 1: 4 hits.
Level 2: 6 hits.
Level 3: 8 hits.



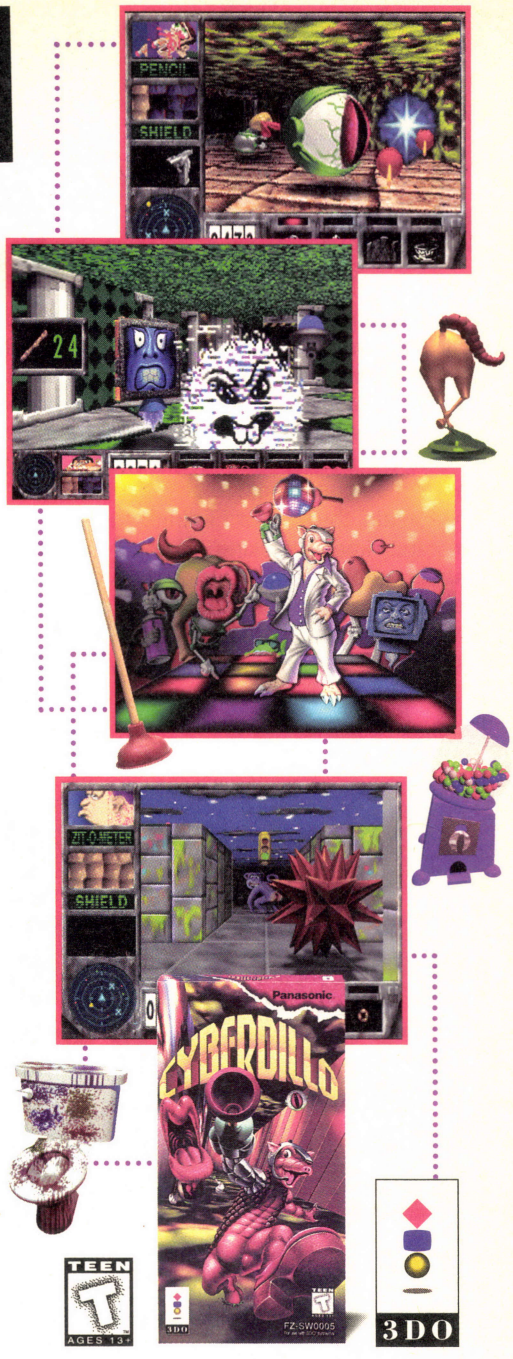
Since an opponent on the ground can easily knock you out of this move with a simple jab, it is best to use this as a countermeasure against jumps.

Note: All moves and information were taken from a prototype and are subject to change without notice.

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An Experience from the REAL 3DO Zone™, Mikey "BogeyBoy", VA

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"I go from roadpizza to Cyberdillo thanks to the friendly folks at CyberSalvage. Now I'm trapped in a weird, chaotic world. Barfman is hurlin' at me and the Dumpmeister's dropping hot, steamy land mines. It's juvenile, bathroom humor at its disgusting best. I'm on a scavenger hunt for four goodies and trying to get the hell out with my only weapon—a right arm that's become a Cyberplunger. Yeah, Cyberplunger. This is truly sick stuff. Later."

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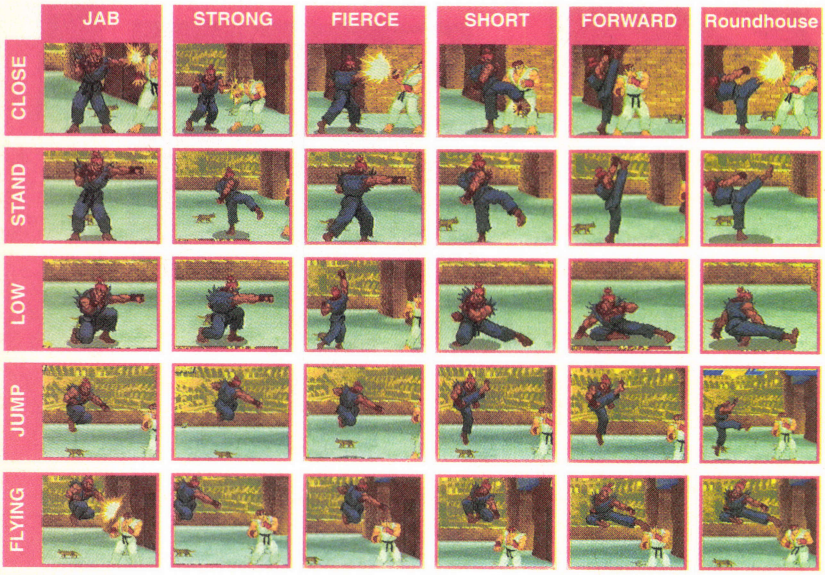
AKUMA



Akuma fights with a style known as Shotokan. This is the same art form used by Ken and Ryu, but Akuma's craving for power has allowed him to be consumed by evil forces. Now the true Akuma no longer exists. Instead, he is a demon, and he fights for blood. Akuma is extremely powerful, and you'll want to use him almost exactly like Ryu and Ken. Once again, throw your Fireballs fast and slow, and constantly keep attacking, mixing it up between fireballs, overhead hits, etc. Akuma does lack in one area: He is extremely weak. Don't let your opponent get in on you because it will only take a few hits before you find yourself lying in a pool of your own blood.

Overhead Knife

Hand: F+Strong
Spin Kick: F+Forward
Diving Kick: In air, DF+Forward
Fireball: D, DF, F+Punch
Red Fireball: B, DB, D, DF, F+Punch
Air Fireball: In Air D, DF, F+Punch
Hurricane Kick: D, DB B+Kick
Dragon Punch: F, D, DF+Punch
Ground Roll: D, DB B+Punch
Air Roll: D, DF, B, DB+Punch
Downward Air Kick: In Air D+Forward



Teleport Forward: F, D, D+all three Kick buttons (short)
F, D, DF+all three Punch buttons (long)
Teleport Backward: B, D, DB+all three Kick buttons (short)
B, D, DB+all three Punch buttons (long)
Leap: D,F,UF+any Punch+any Punch (Demon Punch)
D,F,UF+any Punch+any Kick Suicide Kick)
D,F,UF+any Punch, F+Fierce Punch (Air Throw)
D,F,UF+any punch (Slide)

Chains:
These are the same as Ryu's.

Jab, Jab, F, Short
This can only be done when the power bar is at level three.

Raging Demon

Photo not available at this time.

This move is extremely hard to get off with the control pad and even hard to do at the end of a combo. In cannot be air blocked.



You can use your Air Fireballs and Teleport to keep your opponent at a distance. This will help you control the pace of the fight.

Super Fireball
D, DB, B, D, DB, B+Punch
Level 1: 4 hits.
Level 2: 6 hits.
Level 3: 8 hits.

Super Dragon Punch
D, DF, F, D, DF, F+Punch
Level 1: 4 hits.
Level 2: 6 hits.
Level 3: 8 hits.

Super Air Fireball
In Air, D, DF, F, D, DF, F+Punch
Level 1: 4 hits.
Level 2: 6 hits.
Level 3: 8 hits.

Photo not available at this time.





All of these supers are used just like Ken and Ryu's Supers.

Medium Air Fireball **Slow Air Fireball**





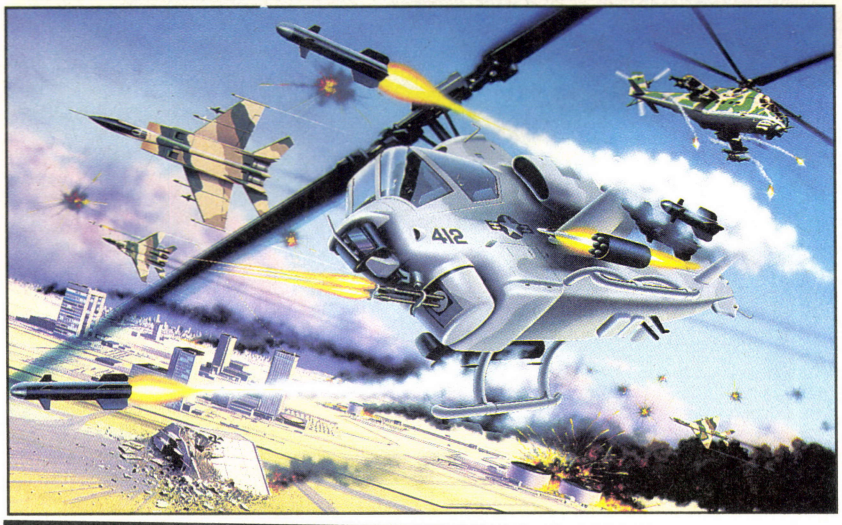
C. Jab **C. Fierce** **Short Hurricane Kick** **Super Dragon Punch**



J. Fierce **S. Jab x 2** **C. Roundhouse** **Super Fireball**

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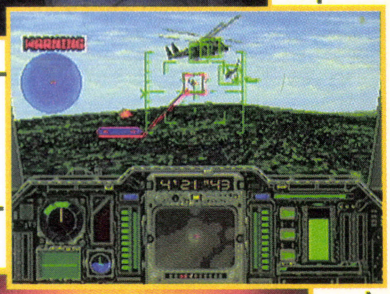
"I'M GONNA FORCE FEED



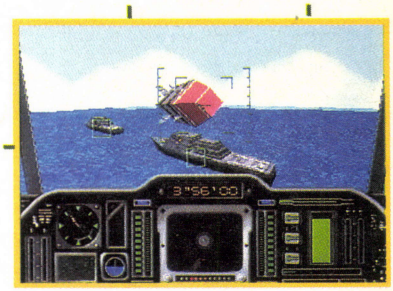
THESE CLOWNS A FEW TASTY MISSILES."











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SCRAMBLE COBRA



"I'm briefed, fueled up and ready for patrol, baby. Yeah, it's 0800 and I'm flyin' the not-so-friendly skies. Hey, I'm huntin' for some desert rats to waste, gonna score a few enemy fighters pronto. This ain't no Sunday afternoon stroll. We're talkin' 10 insane missions that gotta be followed to a T. Or yours truly will be pushin' up desert daisies. But hey! Not a problem. Gerry's on the stick. Over and out."

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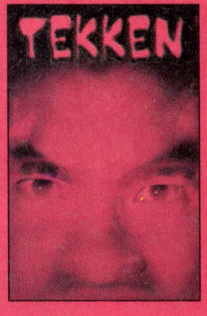
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STRATEGY TALK

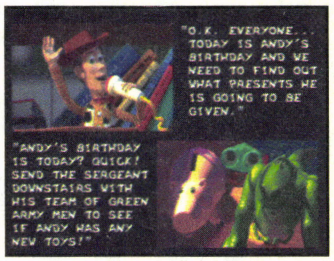
From an excellent movie comes an excellent game. Toy Story is by far the best-looking Genesis game to come out in a long time. This title caused several of the EGM² editors to pause and ask, "Is this a 16-Bit game?" This title sports graphics that rival those of the popular Super NES Donkey Kong Country carts. Enough about how it looks. This game plays like a one-legged man in a butt-kicking contest—I mean tough! Unfortunate, but true. Perhaps this game would benefit from tweaked controls. Even on the Genesis production version, there was a definite lack of precise movement control.

Despite this aggravating quality, Toy Story does well with loads of icons to collect (although this editor feels there could have been one or two more 1-Ups...grrr) and some very fun gameplay. The lack of a password or save system really destroys continued motivation to play this game, however. Overall, this game is definitely worth purchasing if you're looking for the movie in a cart.

—Jason Streetz

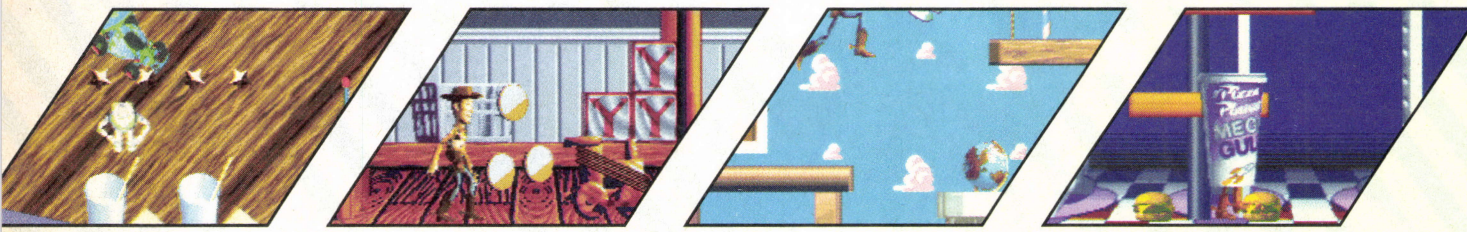
TOY STORY™

ULTIMATE STRATEGY GUIDE



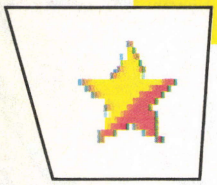
Awesome graphics set the mood for adventure.

Disney's excellent Pixar-animated movie translates into a Pixar-animated video game. Totally cool graphics and appropriate music set the stage for a great action-adventure game with just the right mixture of brains and swashbuckling. Consult these pages for help through the frustrating parts...



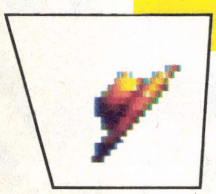
You need the icons!

Other games have icons that can be collected or not without really thinking twice about it. This is not such a game. The life-sustaining icons detailed below are crucial to your success throughout the game. Each of the stages in this game requires its own special coordination and timing to master. More than likely, each time you reach a new stage (which you are unfamiliar with), you will lose many hit points and lives attempting to discover the patterns and skills required. Look over the maps on these pages to discover icon locations.



Stars (Silver & Gold)

Depending on how many silver stars you collect, you can get continues and hit points. Gold stars give you instant increases in hit points.

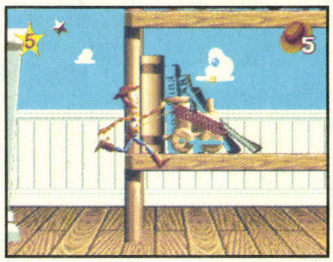


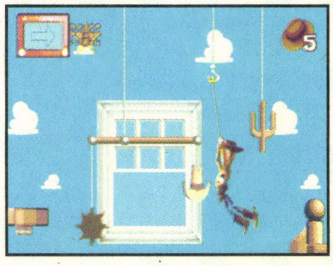
Cowboy Hats

You want to collect these since they are rare and difficult to find. Each one of these is equal to an extra life for you to squander in your attempts.

Dealing with an old toy

You control Woody, the old cowboy toy from the movie. That is...you *try* to control him. Coordination of jumps is easy to accomplish; however, using his pull-string weapon effectively is another story entirely. Because of its erratic, thrown nature, the pull-string whip is very difficult to time and aim in tight situations. Generally speaking, it's not worth the effort to try to line up a moving, jumping skill hit. Try looking for the "target" ledge or other platform to stand on to take a shot at the evasive meanies.





Getting used to Woody's pull-string whip weapon can take some getting used to. Don't try any super-impressive skill attacks. It's more effective to time and place your shots wisely from a safe distance.

© The Walt Disney Company.

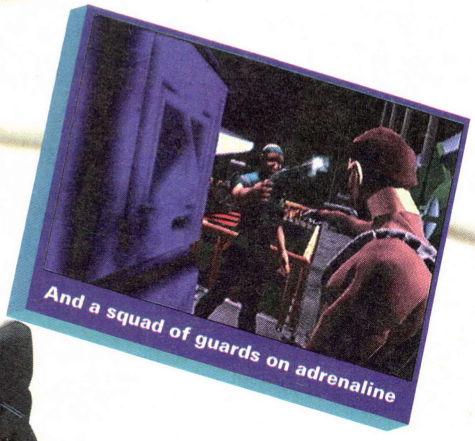
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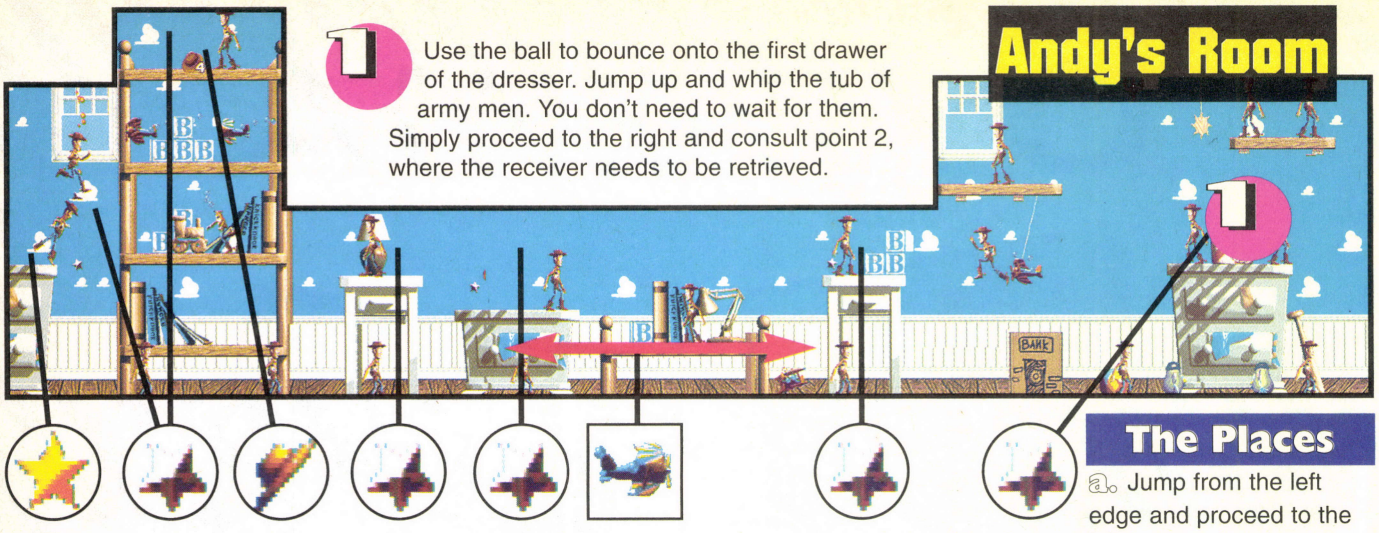
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Andy's Room



1 Use the ball to bounce onto the first drawer of the dresser. Jump up and whip the tub of army men. You don't need to wait for them. Simply proceed to the right and consult point 2, where the receiver needs to be retrieved.

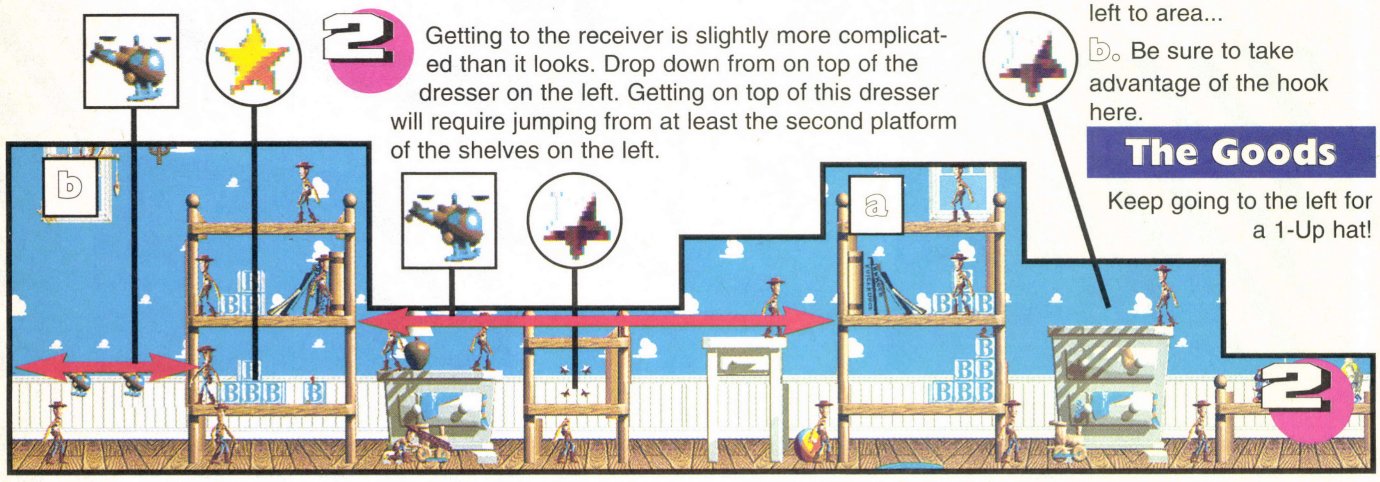
The Places

a. Jump from the left edge and proceed to the left to area...

b. Be sure to take advantage of the hook here.

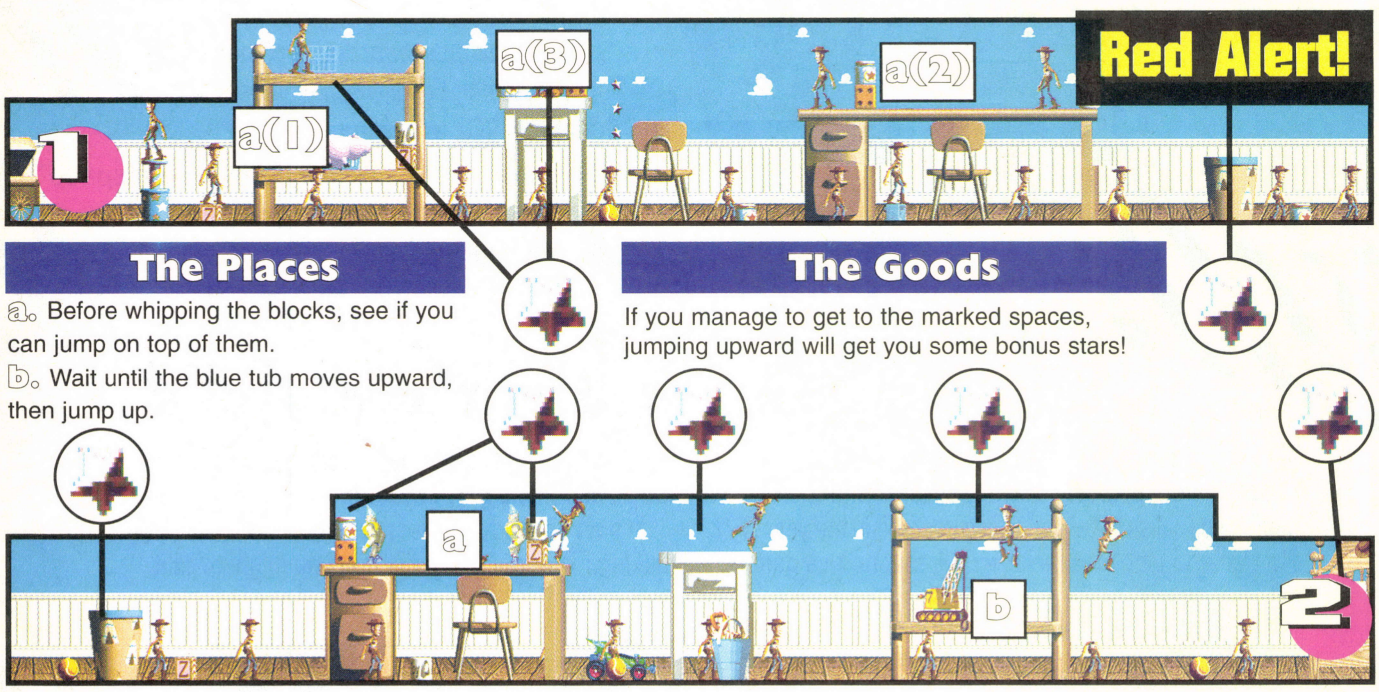
The Goods

Keep going to the left for a 1-Up hat!



2 Getting to the receiver is slightly more complicated than it looks. Drop down from on top of the dresser on the left. Getting on top of this dresser will require jumping from at least the second platform of the shelves on the left.

Red Alert!



The Places

a. Before whipping the blocks, see if you can jump on top of them.

b. Wait until the blue tub moves upward, then jump up.

The Goods

If you manage to get to the marked spaces, jumping upward will get you some bonus stars!

1 Whip the blocks out of the way and use the balloon area to spring them into the box. The best way to do this is to whip in this order (marked in parentheses on map): pig, dinosaur and small robot. Then run to the balloon and quickly spring them in.

2 Remove the blocks on the right side of the robot's table. If you want some bonus icons, jump on top of the blue pail. Wait for the crane to lift the pail upward. Quickly jump up and get the three stars above, then rush over and jump on top of the bed.

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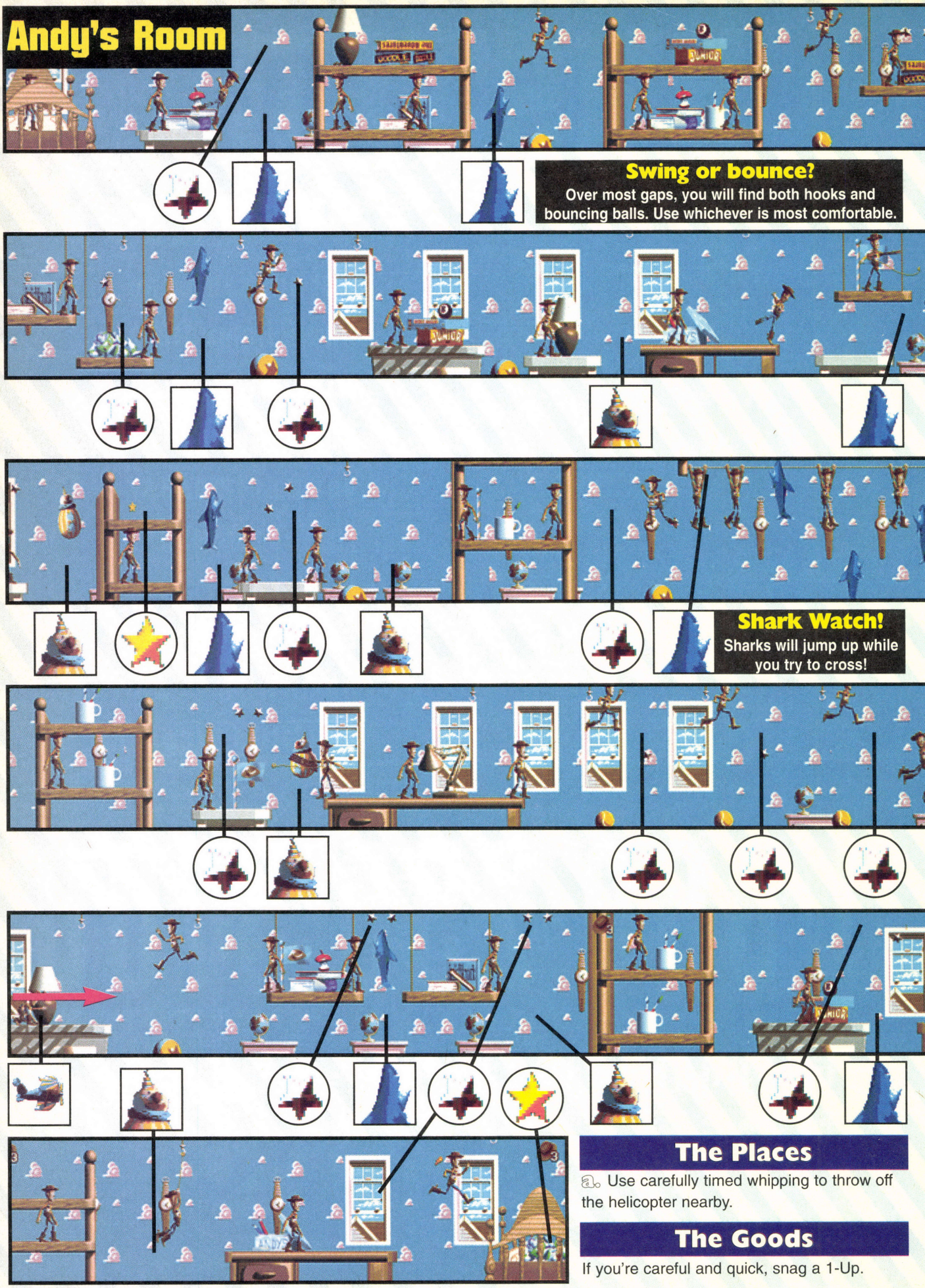
Get back in the game!



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Andy's Room



Swing or bounce?
Over most gaps, you will find both hooks and bouncing balls. Use whichever is most comfortable.

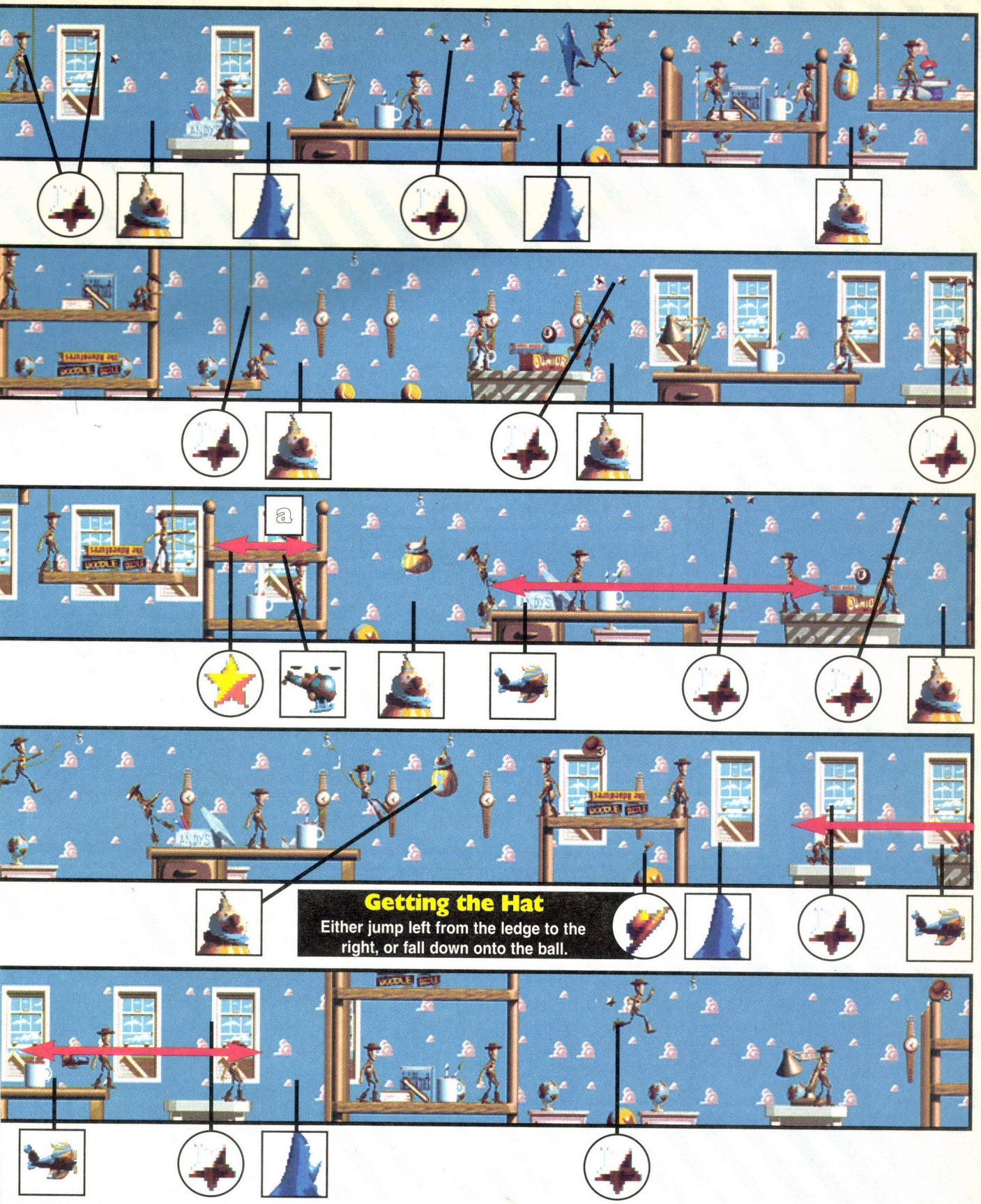
Shark Watch!
Sharks will jump up while you try to cross!

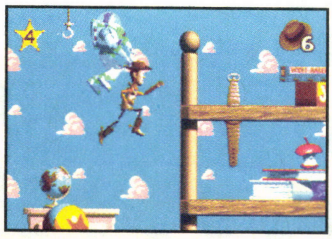
The Places

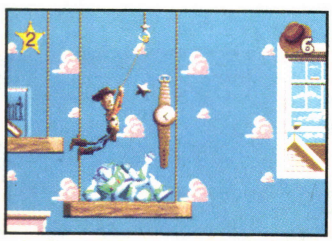
a. Use carefully timed whipping to throw off the helicopter nearby.

The Goods

If you're careful and quick, snag a 1-Up.

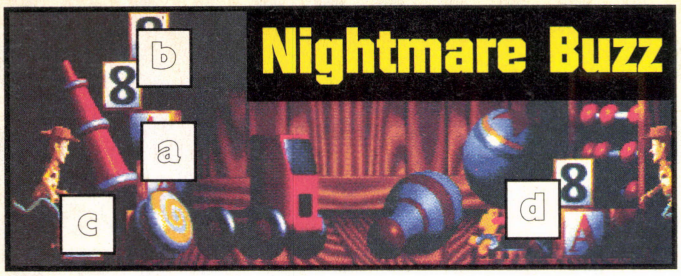






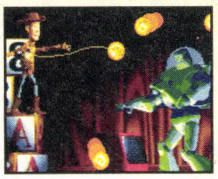
It's not really a race, remember...

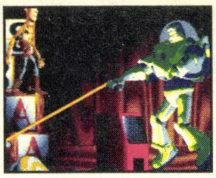
Although the Stage Description Screen makes this stage out to be a race against Buzz, it isn't really. Just keep plodding to the right at your own speed. Buzz will pass you every time anyway, so don't even try to race him. Be sure to consult the enemy listings (in boxes rather than circles) on these maps to keep your hit-points in the positive.

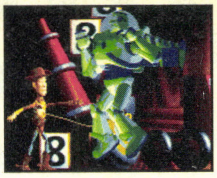


Nightmare Buzz

Steps to Success







a. Use your whip to eliminate Buzz's orbitals. Stand on the second-to-the-top edge to do this.

b. Avoid his shots as he teleports in to attack by standing above or below him.

c. Jump to the ground. After Buzz follows you, hit him as he goes for his Teleport button.

d. There is no real reason to go to this side of the screen...unless you want to lose some lives.

Woody must face his deepest fears

Stay to the left side. Jump up to the second-highest platform and stay there until you have gotten rid of all Buzz's orbitals. Once this is done, stand on the highest block until you hear Buzz taunt you about his lasers. Then fall down to the left and avoid his shot. Nail him as he goes for his Teleport button.



Buzz Clip

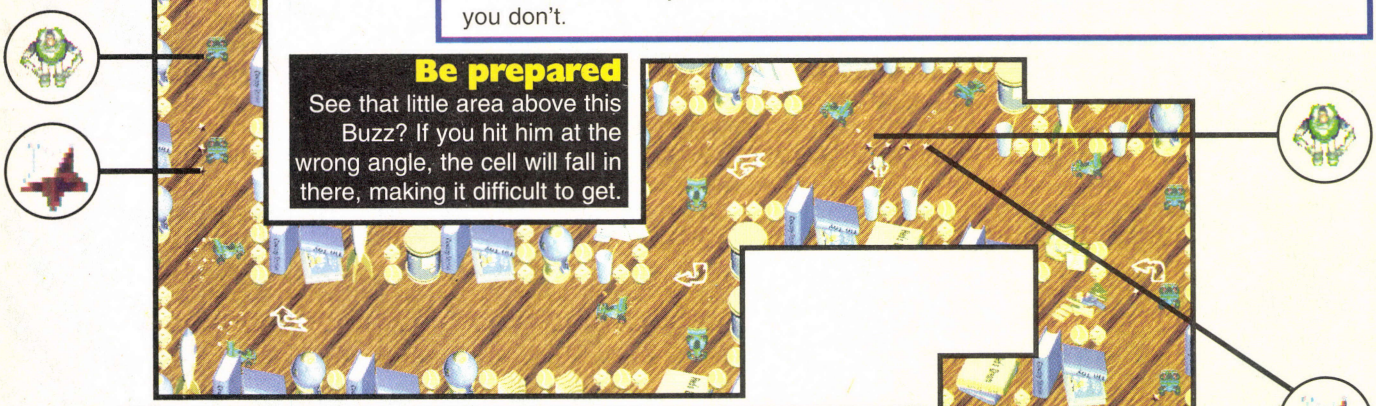
Slowly...
Take it slowly through these turns. Loss of control could cost major fuel.



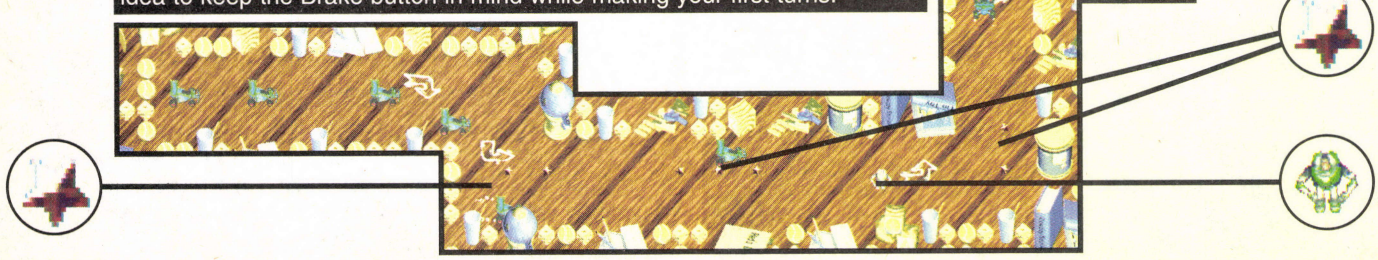
You *must* collect the energy cells Buzz drops as you smack him across the room and behind the desk. R.C. will run out of juice if you don't.

Taking control of R.C., the car, maneuver through Andy's room and knock Buzz behind the desk. Because of R.C.'s limited battery power, you need to steal some of Buzz's dropped power cells as you go along. At first, controlling the car may seem awkward. Just remember to use the brakes as often as needed to prevent a collision. Although you may lose some speed and precious battery power, it is more efficient overall than barreling into a wall and losing control for even more power loss. This stage is a large freebie pit of icons. All you have to do here is drive over them! Take advantage of this stage. In the areas to come, collecting icons will not be so easy...

Be prepared
See that little area above this Buzz? If you hit him at the wrong angle, the cell will fall in there, making it difficult to get.



A word of caution to first-time drivers of R.C.
It may have taken you until this stage just to get used to the controls of the main character, Woody. However, R.C. controls *very* loosely. It's a good idea to keep the Brake button in mind while making your first turns.



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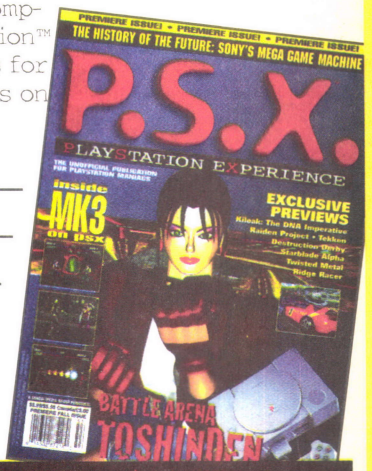
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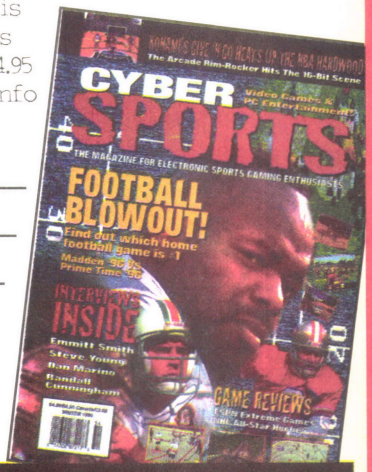
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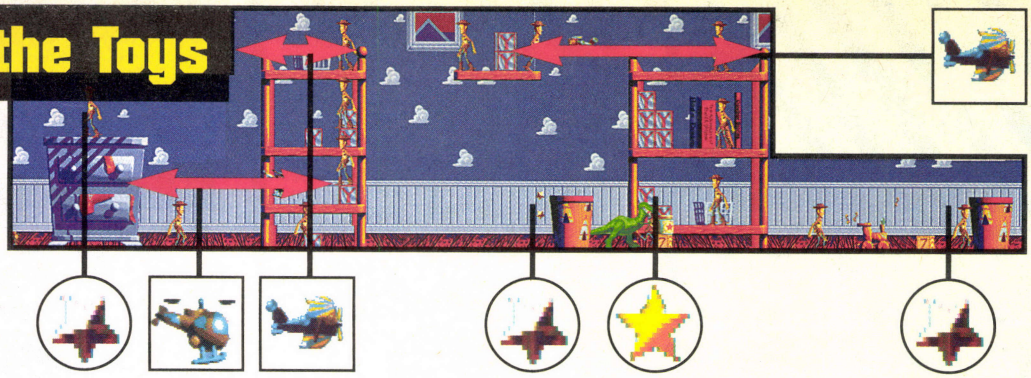
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Revenge of the Toys

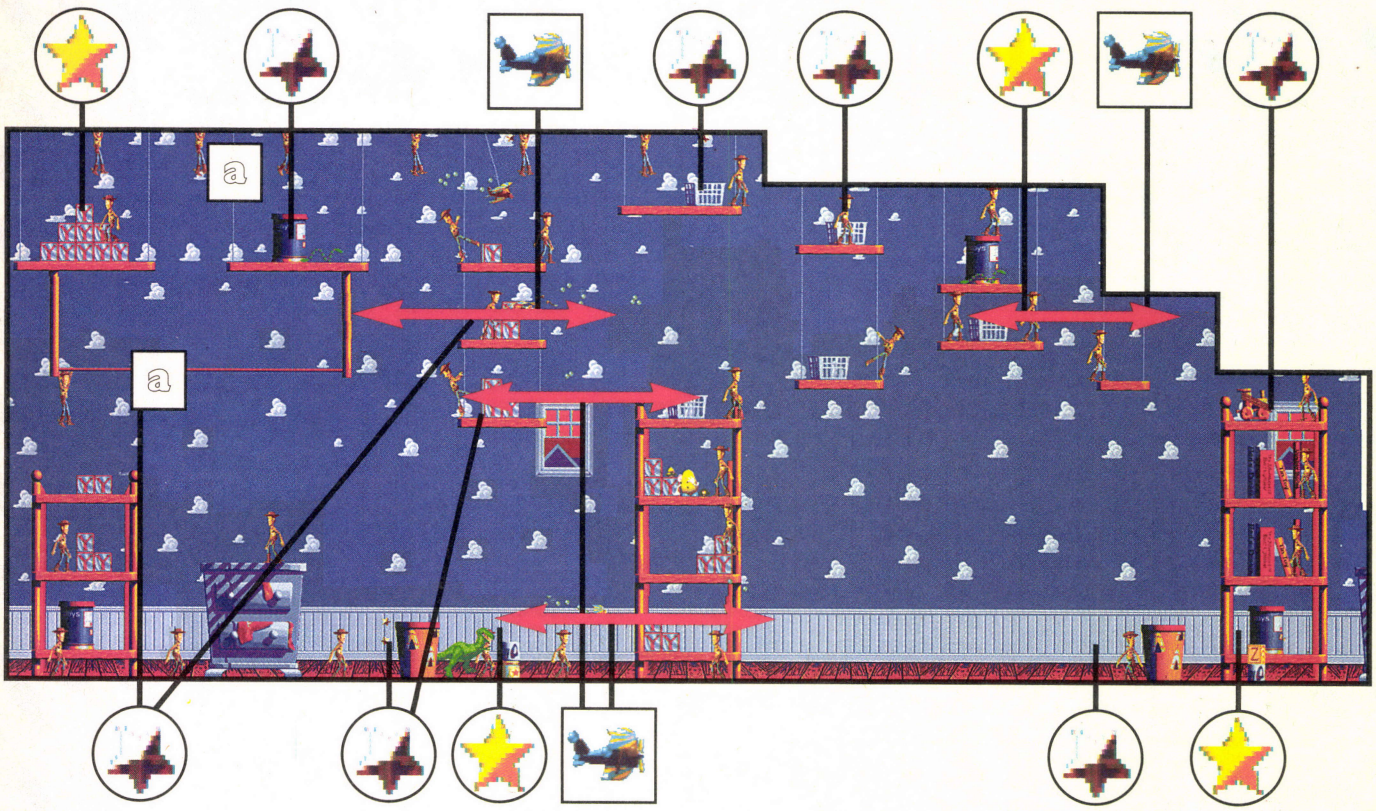




Help Rex across the room and he'll repay the favor. Unfortunately, there are many obstacles in your path.

Help Rex across the room while avoiding angry toys

Most of this stage is up-and-over kind of playing. Each of the checkpoints here gives you up to two stars for hit-point replenishment. When passing the checkpoint, jump straight up to collect both stars quickly.

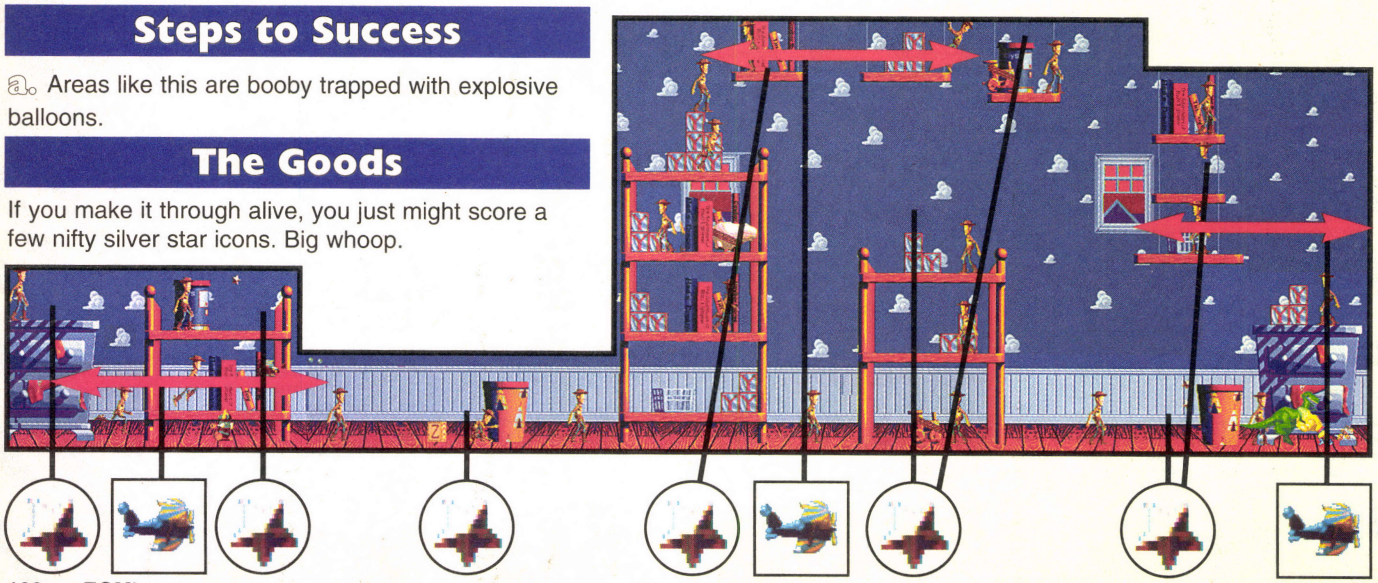


Steps to Success

a. Areas like this are booby trapped with explosive balloons.

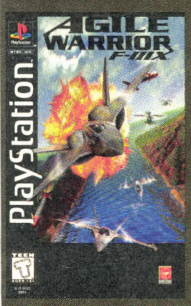
The Goods

If you make it through alive, you just might score a few nifty silver star icons. Big whoop.



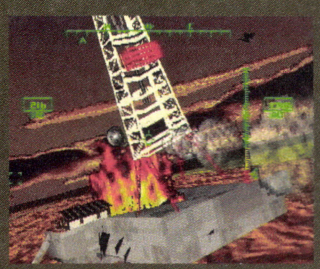


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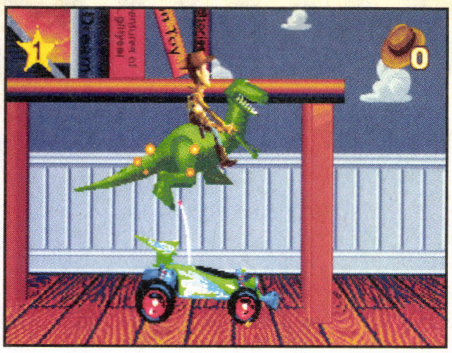
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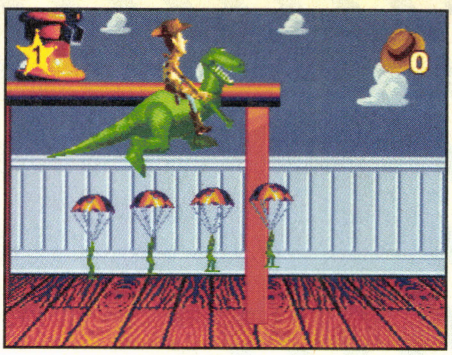
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Jumping over trains is simple enough. Watch out for tricky setups, though.



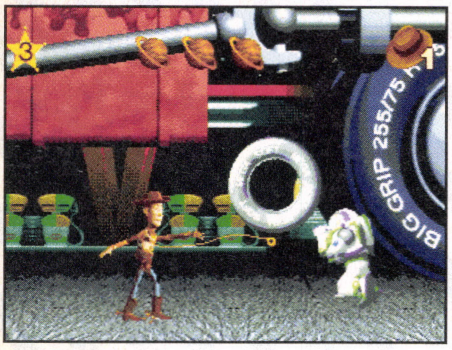
R.C. chases you throughout most of the stage. Watch out for his charges.



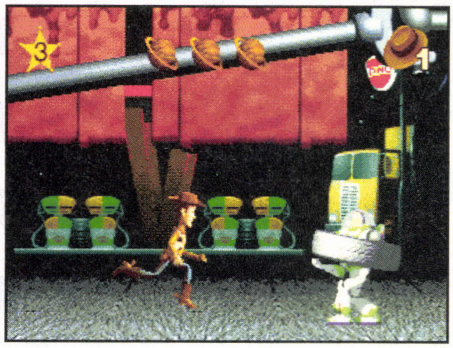
About a quarter of the way through this stage, planes will drop army men. JUMP!

Run, Rex, Run!

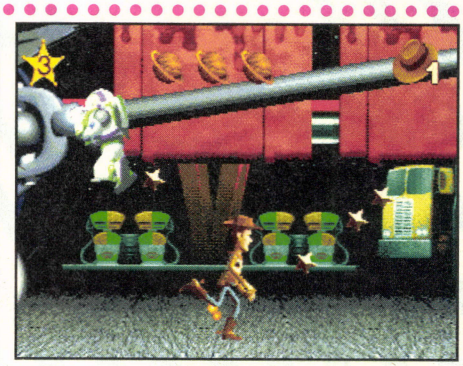
Although most of this stage can be easily dealt with by sitting in the middle of the screen and jumping over obstacles, beware of charges from the remote-controlled car and army men falling from low-flying planes. Be sure to collect the icons under desks as you go along.



Get used to the awkward control of your new weapon—the tire.



Whip the tire over Buzz while he is not attacking to hurt him.



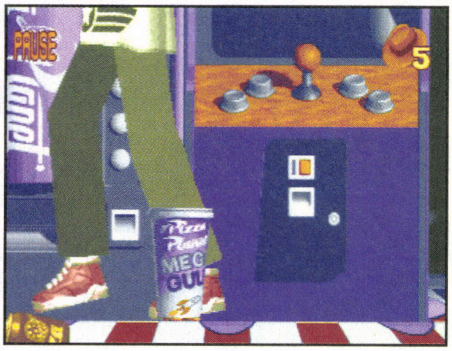
After he breaks free of the tire, collect the icons he drops.

Angry Buzz

Keep moving to the sides of the screen, avoiding Buzz's charges by either jumping over him or ducking his aerial attacks. While he is on the ground walking or standing, he is vulnerable. Whip the tire over him while he is like this in order to damage him. You must do this four times.



Keep moving! Buzz will bump into you from behind for damage if you don't!



Watch for paper airplanes. Kids will come from the direction they did, chasing them.



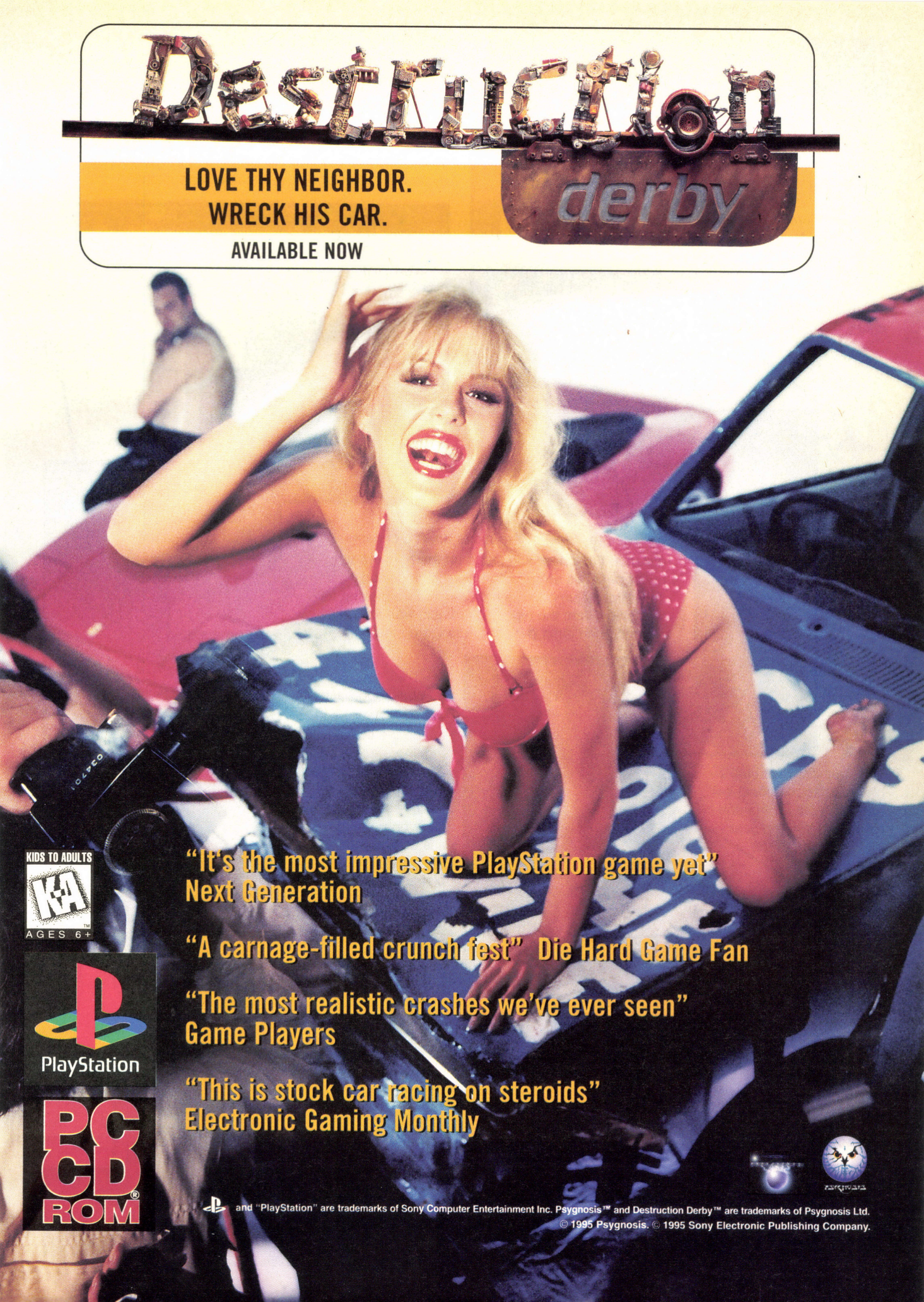
Be sure to notice the patterns of the soda machines before jumping past them.

Food & Drink

Much of this stage is very predictable. Keep an eye on the tables for falling-food clues. Also, look out for the falling soda cans from nearby machines. Be sure to keep moving, or Buzz will bump you from behind, causing damage (unless you are stopped by ducking). Beware kids chasing paper airplanes.






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Inside the Claw (a)

ⓐ. Jump on the first gray block, waiting for it to move left before jumping onto the first blue block. Wait for a second gray block to emerge slightly higher and to the left. Jump onto it and wait for it to move closer to the left wall before jumping onto the second blue block. Wait there until a third gray block emerges from where the second went into the left wall. Jump on it and jump before it progresses too far to the right.

ⓑ. As you jump onto the blue blocks, a sound effect will happen. Wait for the end of the sound to jump past the coins and to the next block.

ⓒ. Small corner-like areas on the floor are there for a reason. Duck and wait there for an opening in the fan-blade pattern before jumping past the first fan. Repeat for the second.

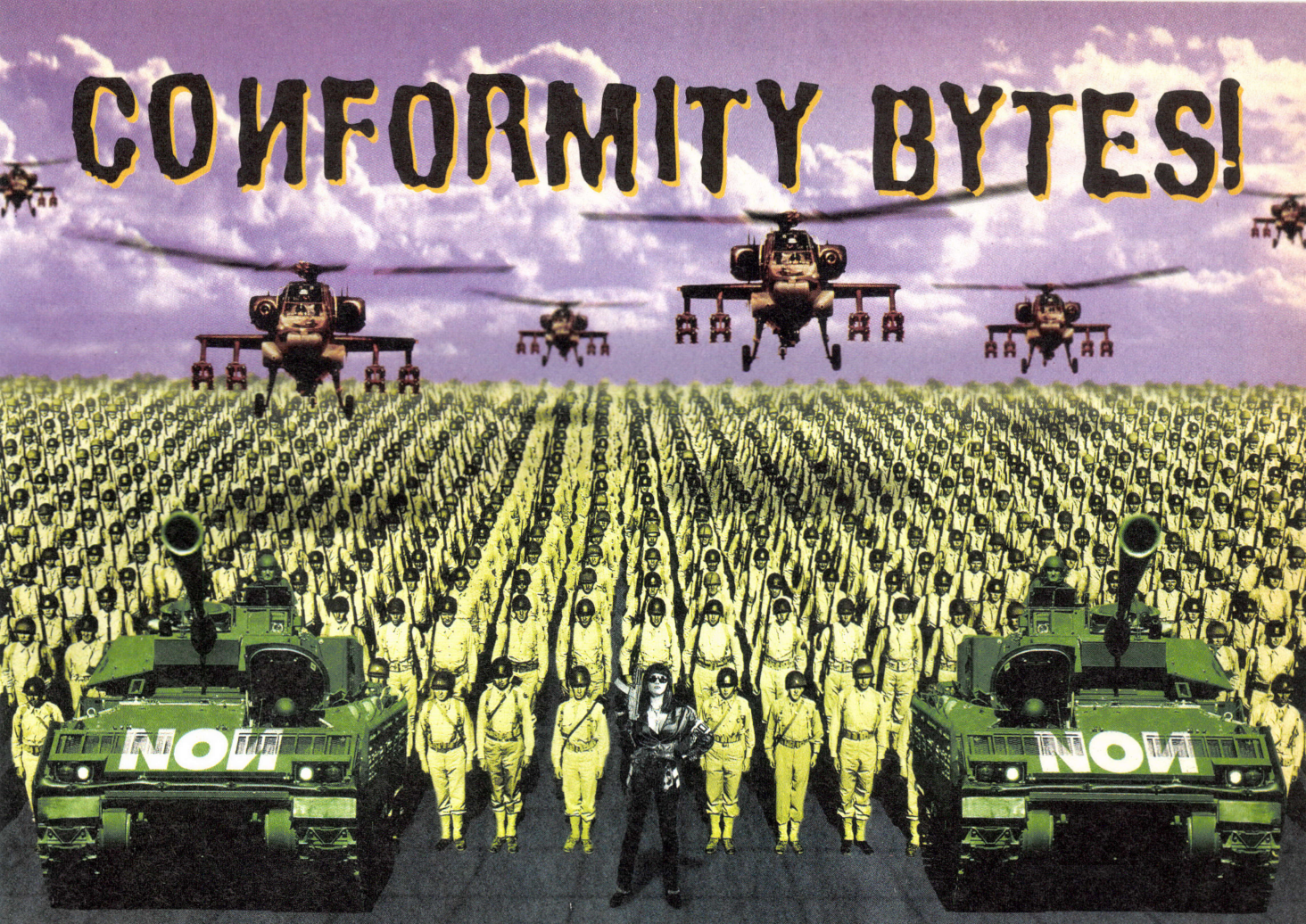
Inside the Claw (b)

ⓓ. Explosive blue conductors are located on both the right and left side of this passage. Once you're on the moving gray blocks, stay as close to the center of them as you can to avoid the explosions from the blue conductors.

ⓔ. The gray blocks here move down a certain distance the longer you stand on them. In order to get past this area, jump on each block and immediately jump to the next one before moving too far down. From the highest left brick, wait for a half second, then jump over to the ledge on the right.

ⓕ. While approaching the fan below, be sure to use the corners of the floor nearby to duck past and wait for an opening. Once near the three gear ledges, jump onto the first while it is at its lowest point. Wait until it reaches its highest point and jump to the next gear ledge. Repeat this to get to the left moving ledge as well. From there, leap to the right ledge.

CONFORMITY BYTES!





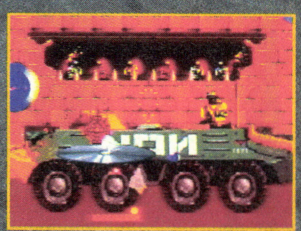
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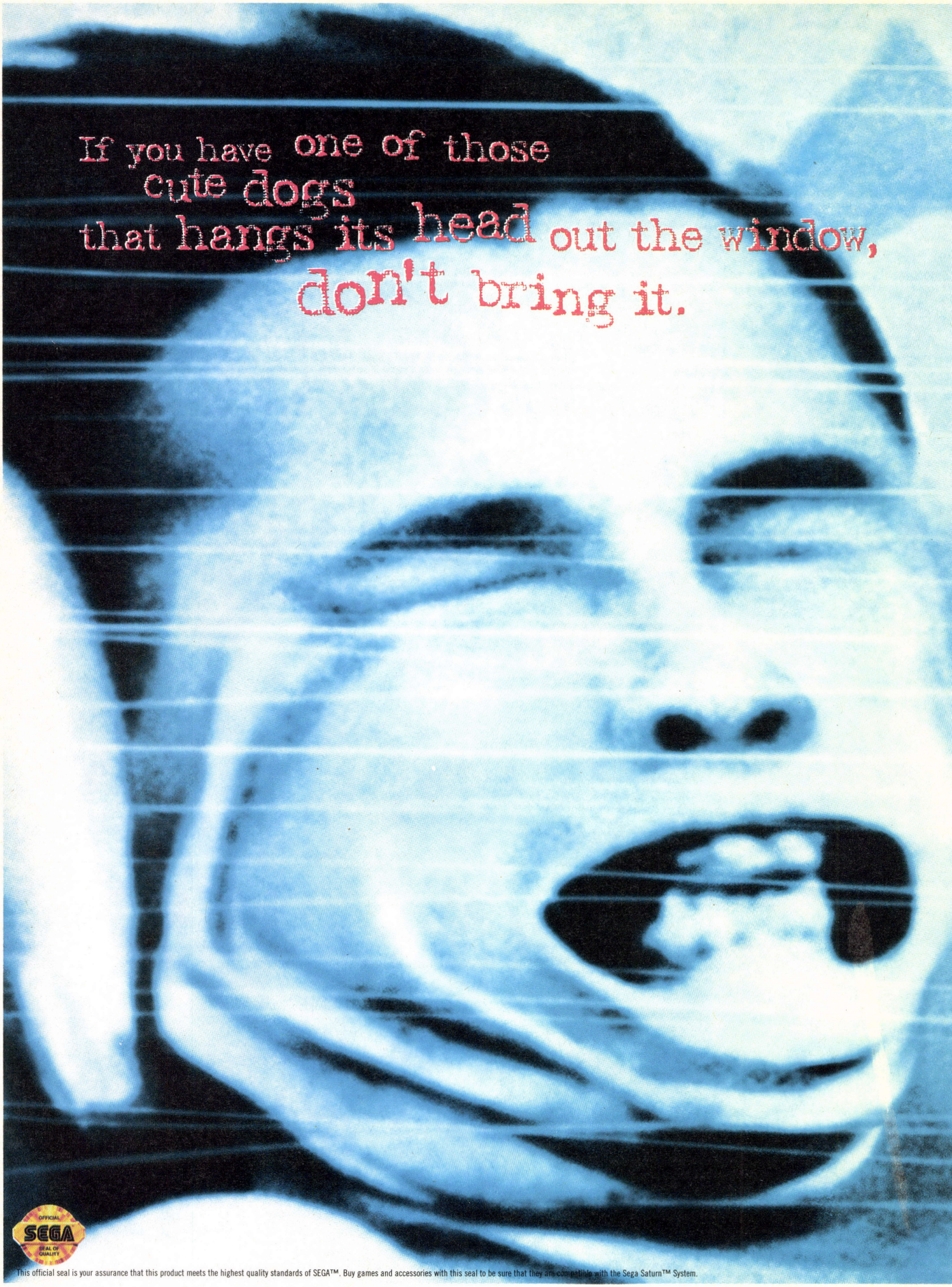
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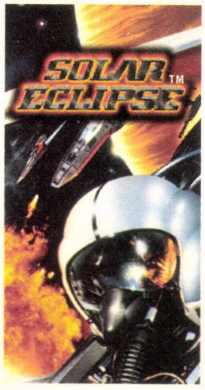
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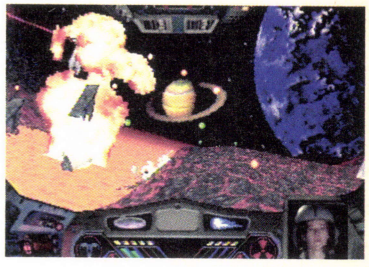
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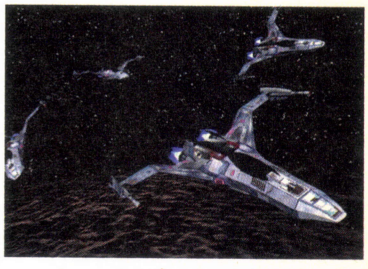
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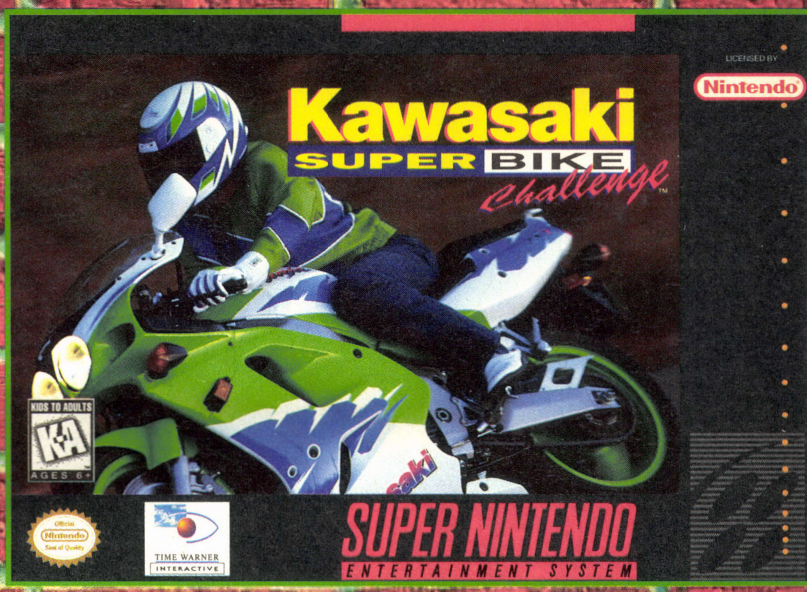




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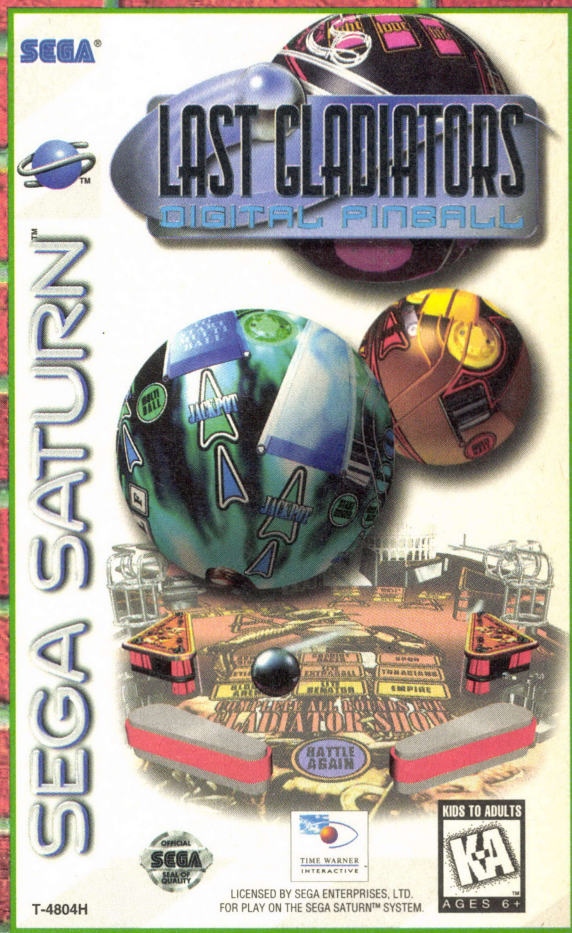
"High Speed graphics, realistic wipe outs, and changing weather conditions give this game a realistic feel. You can almost feel the power of your Kawasaki ZX-11 as you rev that engine... Kawasaki lets the good time roll!"
—Marshall M. Rosenthal, October, 1995



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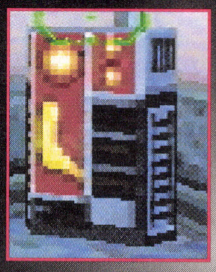
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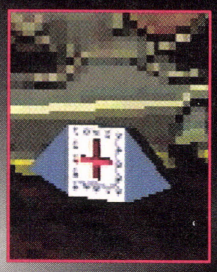
DEFCON 5

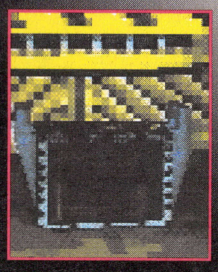
WALK-THRU GUIDE



POWER-UP ICONS







There are three icons you can pick up. The first is the weapon power-up, next is the health restore and finally, you have your ammo power-up.



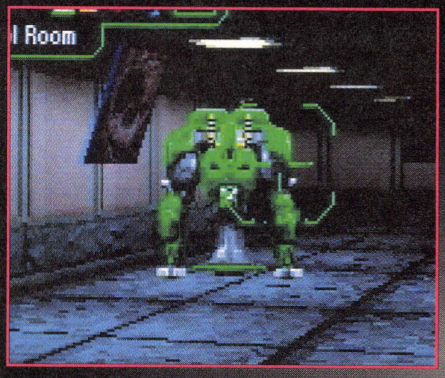


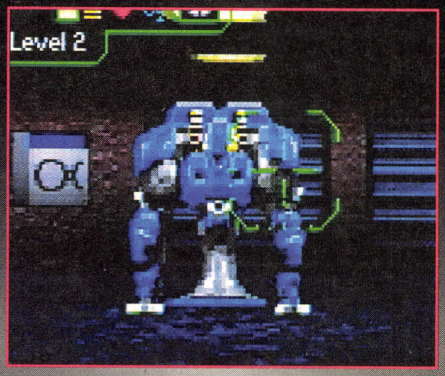
STRATEGY TALK

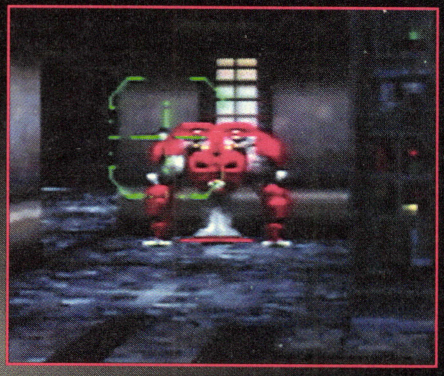
This guide will take you through the game. It is divided into three parts over the next four pages. Each page will cover certain aspects of the game. As the pages progress, you will get closer to beating the game. By the fourth page, you should have finished it with the good ending. If you don't want to beat the game, stop reading this guide when you think you can continue without help. The next three pages will show you the layout of the levels. Each map will show you where the elevators will take you as well as where the VOS terminals are located. The final page will show you the other versions of Defcon 5 that are coming out on different systems.

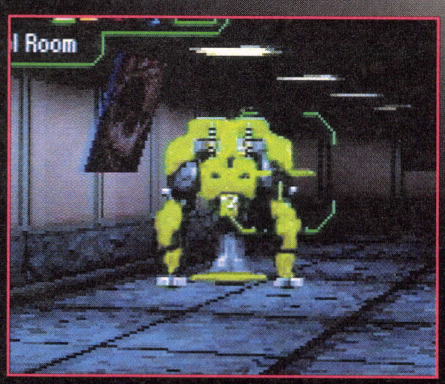
—David Ruchala

JUST YOUR UNFRIENDLY NEIGHBORHOOD BADDIES



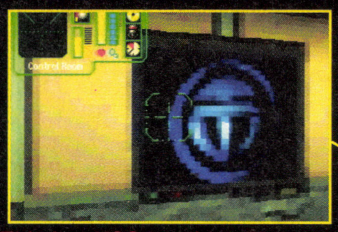






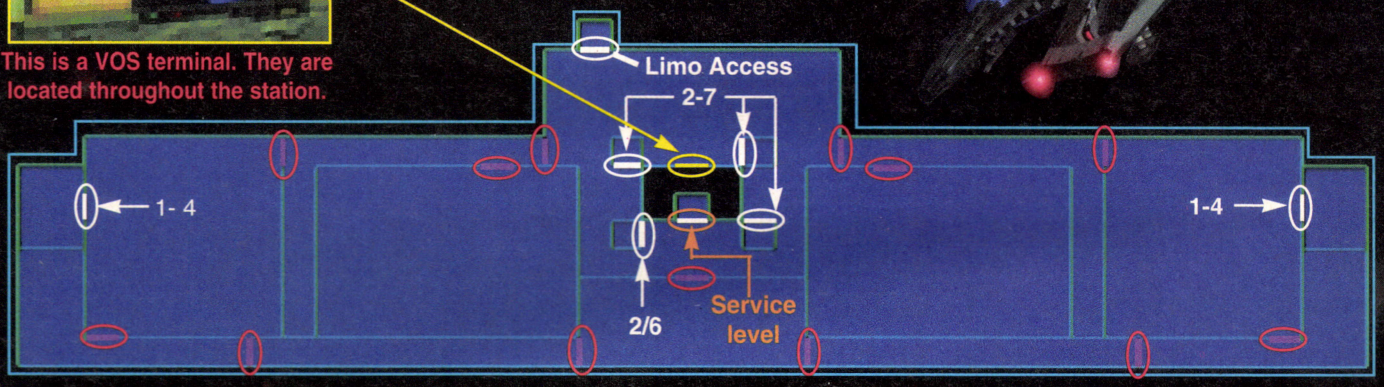
There are four types of enemies you will have to fight. They all look the same except for the color palette change; however, that is where their similarities end. When the game starts, you will be dealing with the green berserkers. They're not very tough nor are they very intelligent... three or four shots will take them out. As the game progresses, you will begin to run into the blue variant. They are tougher and a little smarter. If you take any longer to beat the game, you are going to run in to the red version. Now you should start to worry because they are very tough and intelligent. Now you will see a definite change in the way they attack. They will start to gang up on you and back you into a corner. If you are still dilly-dallying after you begin taking on the red guys, you will run into some yellow ones. Run very quickly from these guys! Don't get any ideas about being a hero here; it is better to live and complete the mission.

ADMINISTRATION LEVEL 2



This is a VOS terminal. They are located throughout the station.



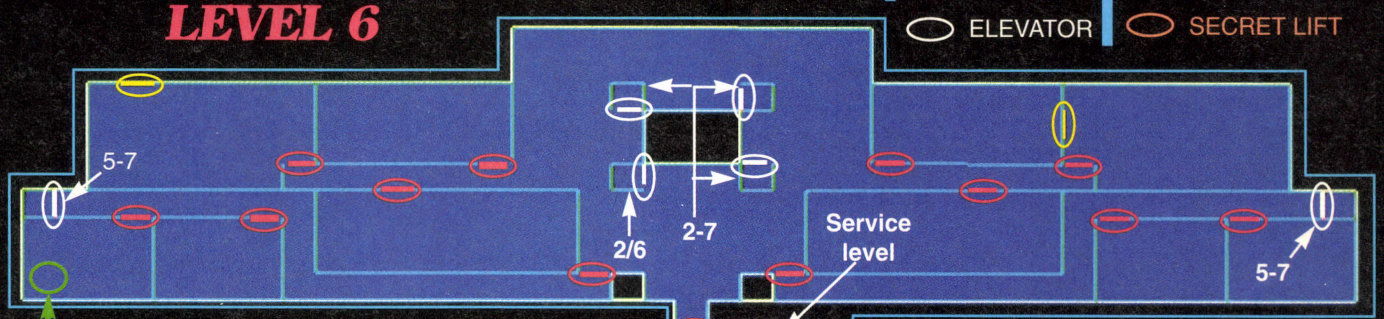


ADMINISTRATION LEVEL 6

MAP KEY

ITEMS | DOOR | VOS TERMINAL

ELEVATOR | SECRET LIFT

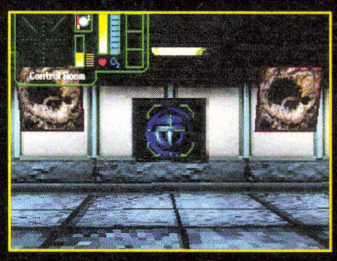




On this level the Software Control pad is located here.

A weapon recharge can be found here.





Your first objective is to get to the control room and log onto one of these VOS terminals.

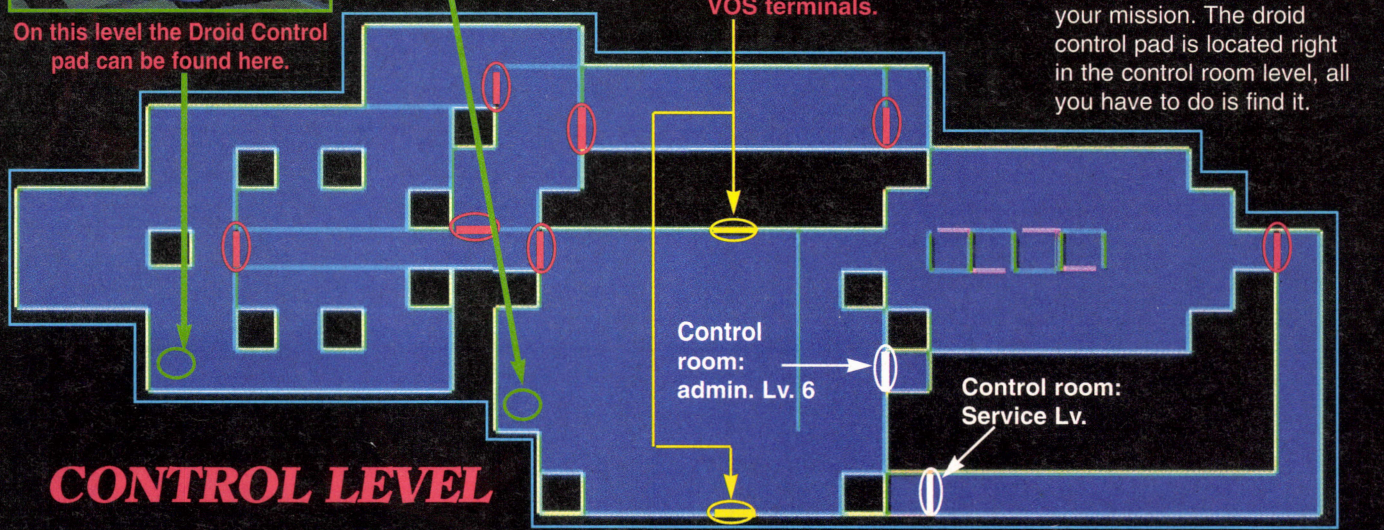


On this level the Droid Control pad can be found here.



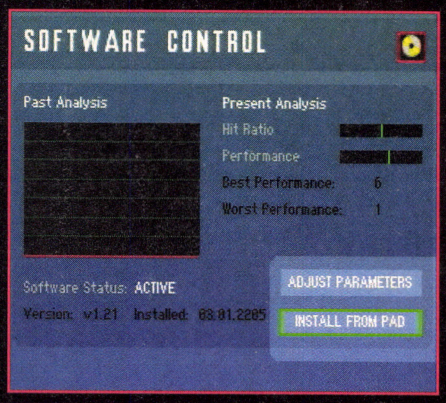
A weapon power-up can be found here.

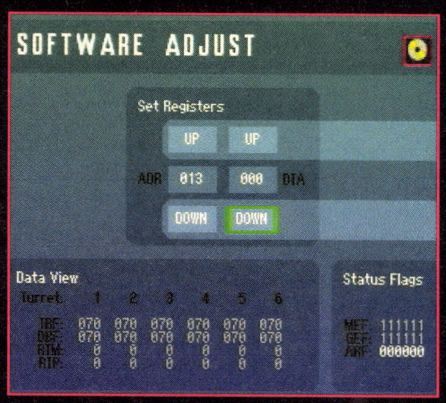
This is the very first section on your quest to beat this game. The first objective is to get your butt to the control room and activate the automatic defenses. To do this, you need to get to Admin. Level 6 and find the door with a big red dot. Now go through and head to the far elevator. You should be in the control room. Find a VOS and jack in. Set up the software then jack out. Now head out and find the Pads so you can continue with your mission. The droid control pad is located right in the control room level, all you have to do is find it.

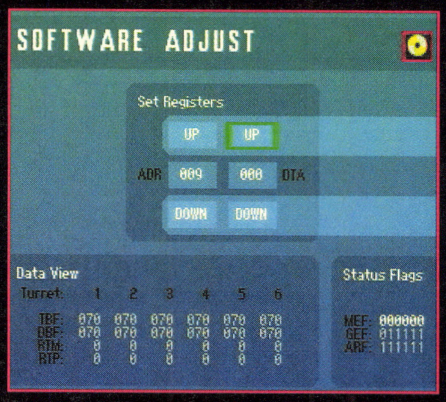


CONTROL LEVEL

ADJUSTING THE TACTICAL SOFTWARE PARAMETERS

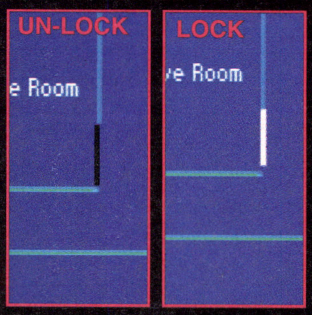


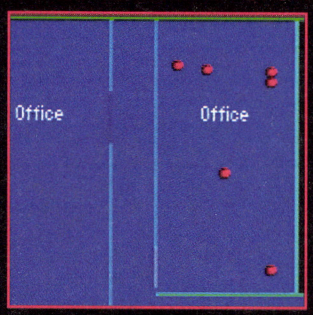




Software control is probably the most important factor of the game. With the proper tweaking, you can get your turrets up to the same accuracy that you yourself enjoy when you take personal control over a turret. Before you can adjust the software parameters, locate the software control pad located in a couple of places through the base. One of those places is on Admin. Level 6 (check the map on the previous page). When you attain the pad and relog into a VOS terminal, your security access will be upgraded. You can now adjust the parameter for the turrets. Set the MEF at 11111. That will allow the turrets to fire missiles manually. Next change the GEF to 111111; that allows the guns to fire automatically. Change the ARF to 000000 allowing the guns to reload themselves. Now increase the TBF and DBF to 100, which allows the guns to take more damage before failing. Finally, it is time to set the reload weapon types for the guns. These correspond to the Turret Weapon Loadout (see below). This is your preference but you should vary them to conserve your weapon reserves.

A LOCKED DOOR IS A SAFE DOOR



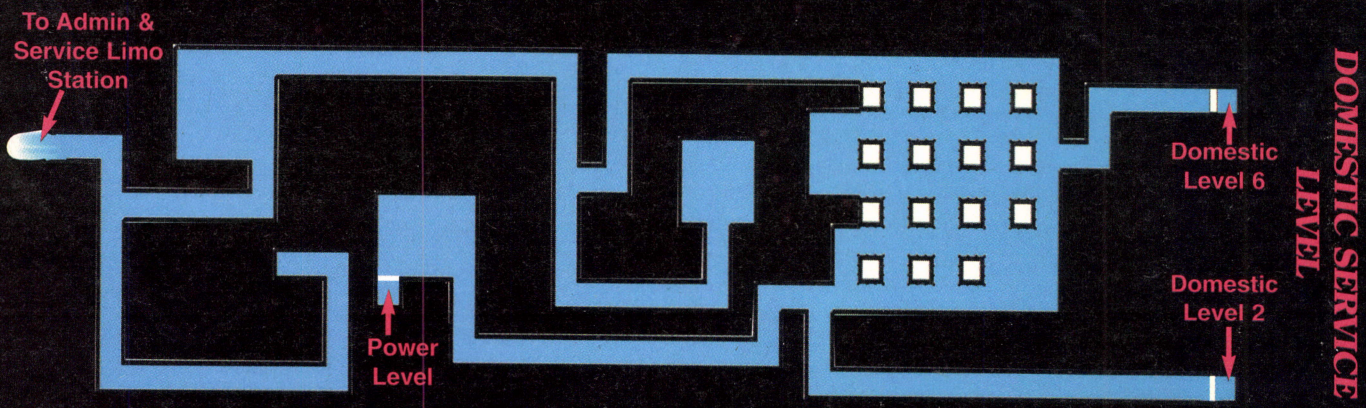


As you have already discovered, shooting the berserkers isn't always the safest course of action, because you will ruin your air supply. Instead, try locking them into rooms. To do this, find a VOS terminal, preferably in a room that you can lock the door. Activate the VOS term and proceed to the tactical VOS Screen. Next select the station map. Place the cursor over a door and press the Δ. The door should turn white, meaning it is locked. To use this on enemies, watch them until you get a bunch of them into a room and then lock them in. You no longer have to shoot them and ruin your air.

TURRET WEAPON LOADOUT



The weapons for the turrets range in number from 1 to 6. As the number of the weapon goes up, the respective numbers related with the weapon also go up (range, speed, power), while the number of available weapons goes down. When loading your turrets, you will want to take this into consideration. Don't load all of your turrets with Level 6 bullets and missiles; otherwise, you will run out of them quickly. A good load out for your six turrets is one type of each missile and bullet in each turret. For example, load one turret with Level 1 bullets and Level 4 missiles. Now do a similar combo in the other turret and you conserve your ammo supply.

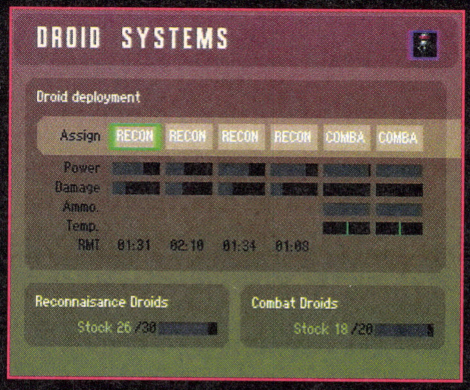


4 OUT OF 5 COMBAT PILOTS SURVEYED PICKED IT AS THEIR

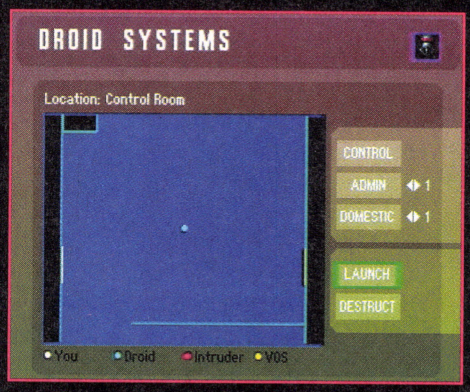
ATTACK GUNSHIP

OF CHOICE...







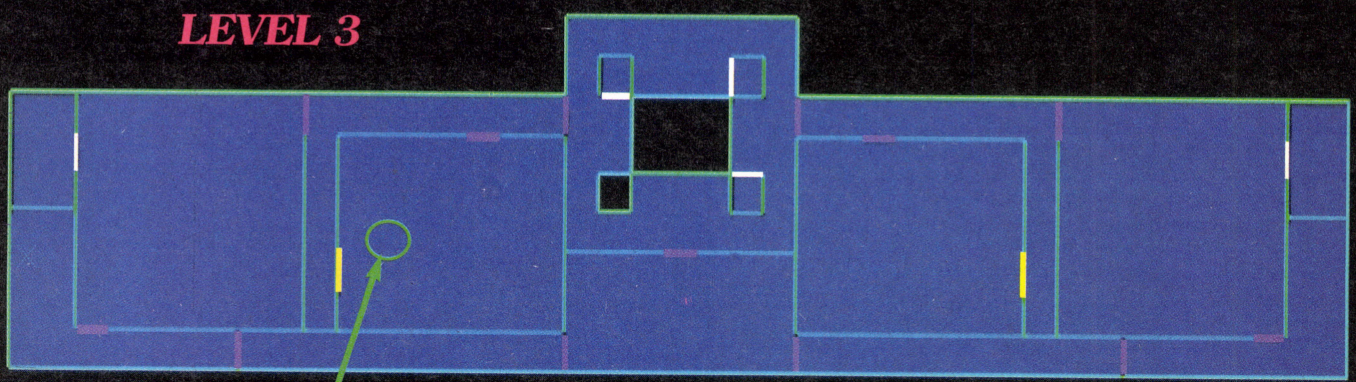


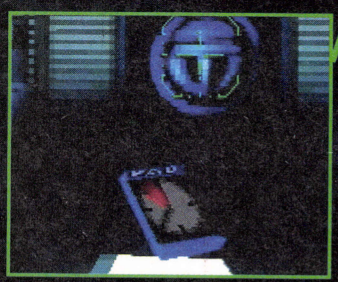


DROID CONTROL

An extremely important element that is totally essential to you and your operation is the droid systems. With it you can deploy both reconnaissance and combat droids. The recon droids are by far the most important. They allow you to explore the crash sites of the fighter your turrets shot down. Your recon droids will retrieve things, like compatible weapons for your turrets and other types of security pads. Now your combat droids can be useful in slowing down the berserkers. Don't expect the combat droids to stop those berserkers for long, because their damage capacity isn't very high. Your best bet is to put them in strategic locations (i.e., elevator doors, VOS terminals, limo access doors).

ADMINISTRATION LEVEL 3

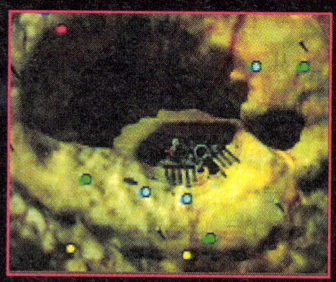


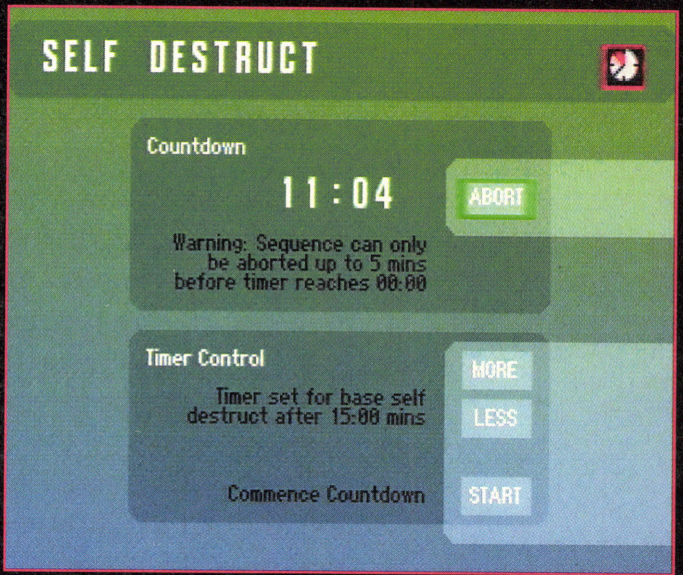


You can find the self-destruct pad on Admin. Level 3 here.

ALL THINGS MUST COME TO AN END

This is the final phase of the game. There are four pieces essential to completing this phase. The first is the shuttle control pad, which can be found through your recon droids. Next you'll need the self-destruct pad that can be found on Admin. Level 3 (see above). After that, you will have to acquire two fighter control pads. To get these, shoot down the incoming fighter and send recon droids out to the crash sites. The final piece is a Tyrone security pad. This is essential to you because it will allow you to escape 20 years of hard labor. This will be located at the yellow crash sites in the Recon Droid Screen.





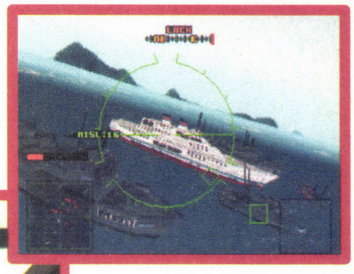
When you set the self-destruct, make sure you give yourself enough time to get out of the complex.

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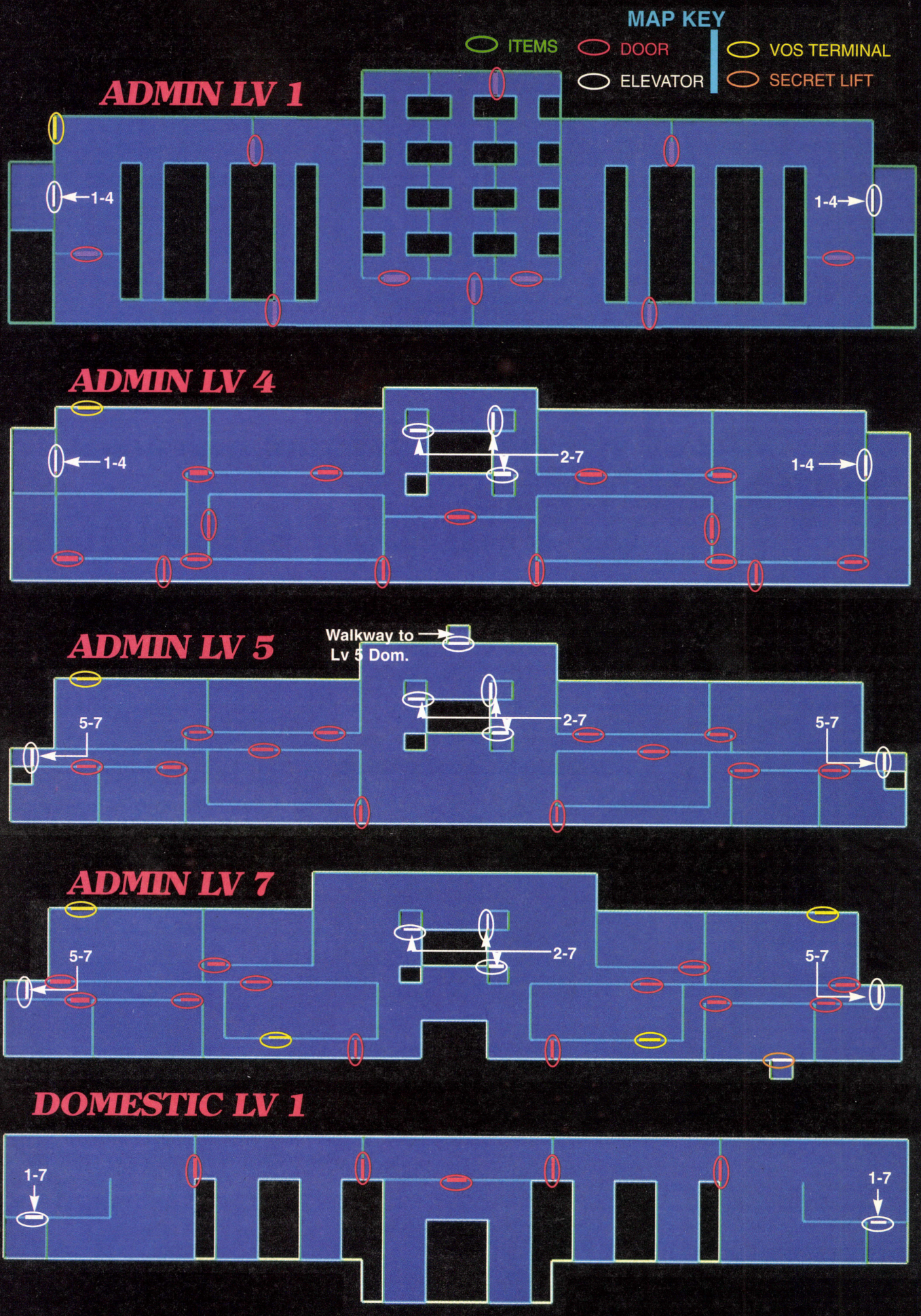
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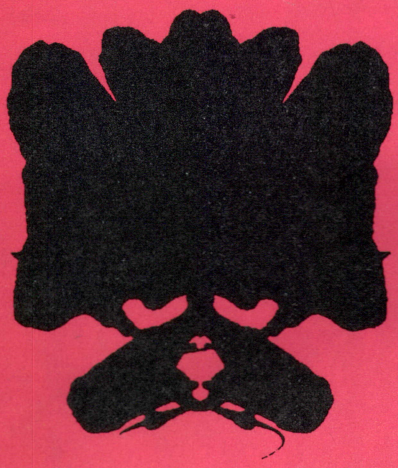
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Walkway to
Lv 5 Dom.
5-7
2-7
5-7
ADMIN LV 7
5-7
2-7
5-7
DOMESTIC LV 1
1-7
1-7



"Exploding robot brains."



"Smeared android pus."

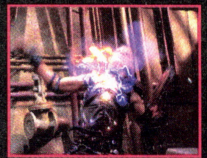


"Ruptured cyborg guts."



"More exploding robot brains."

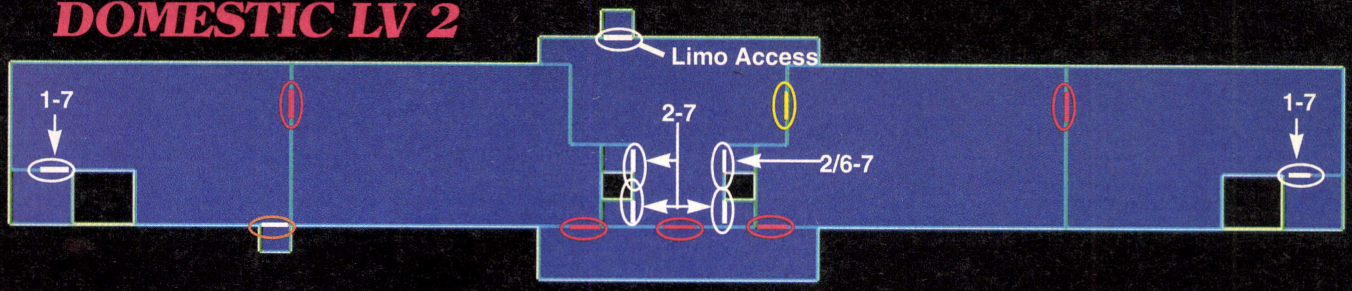
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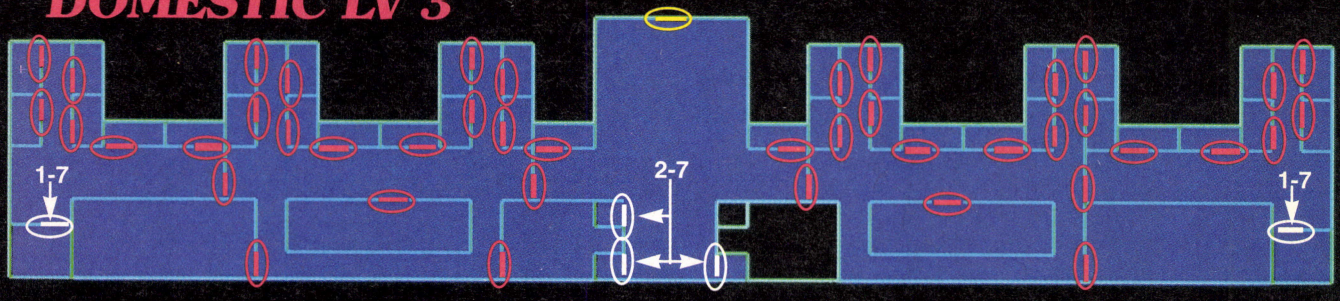
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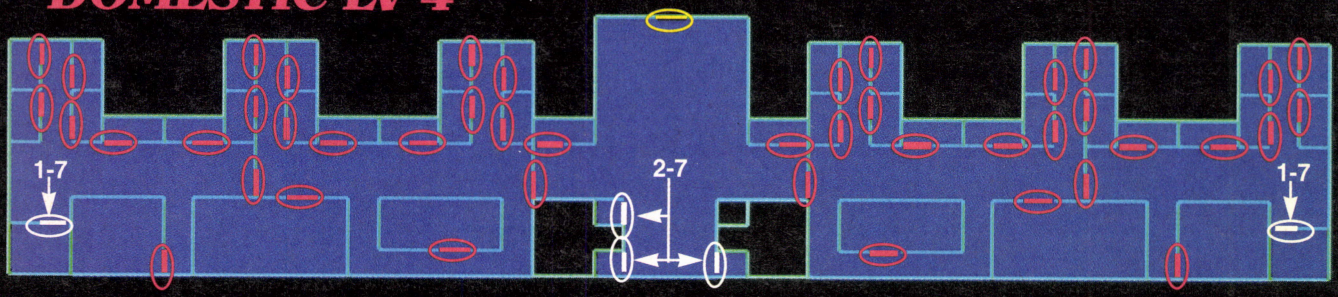
DOMESTIC LV 2



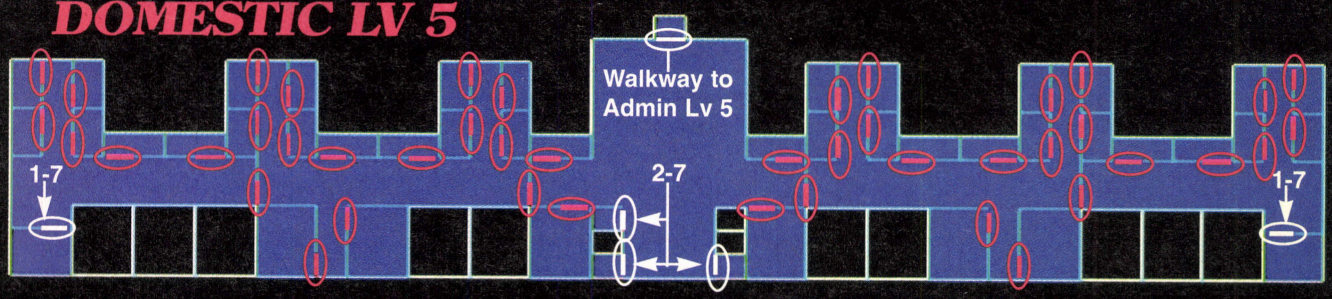
DOMESTIC LV 3



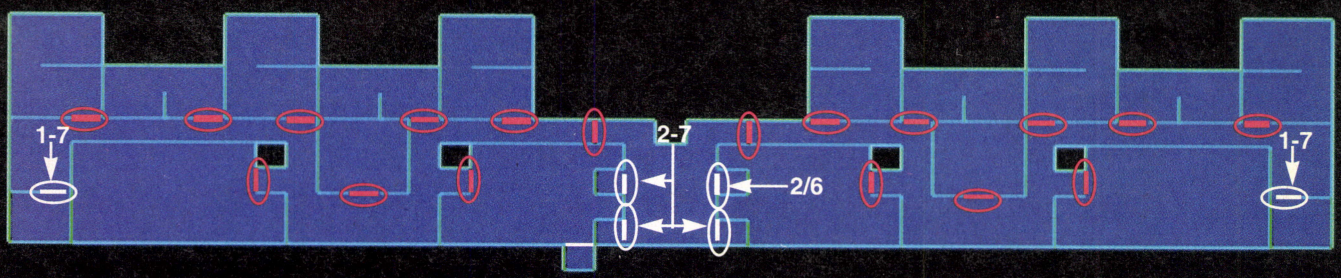
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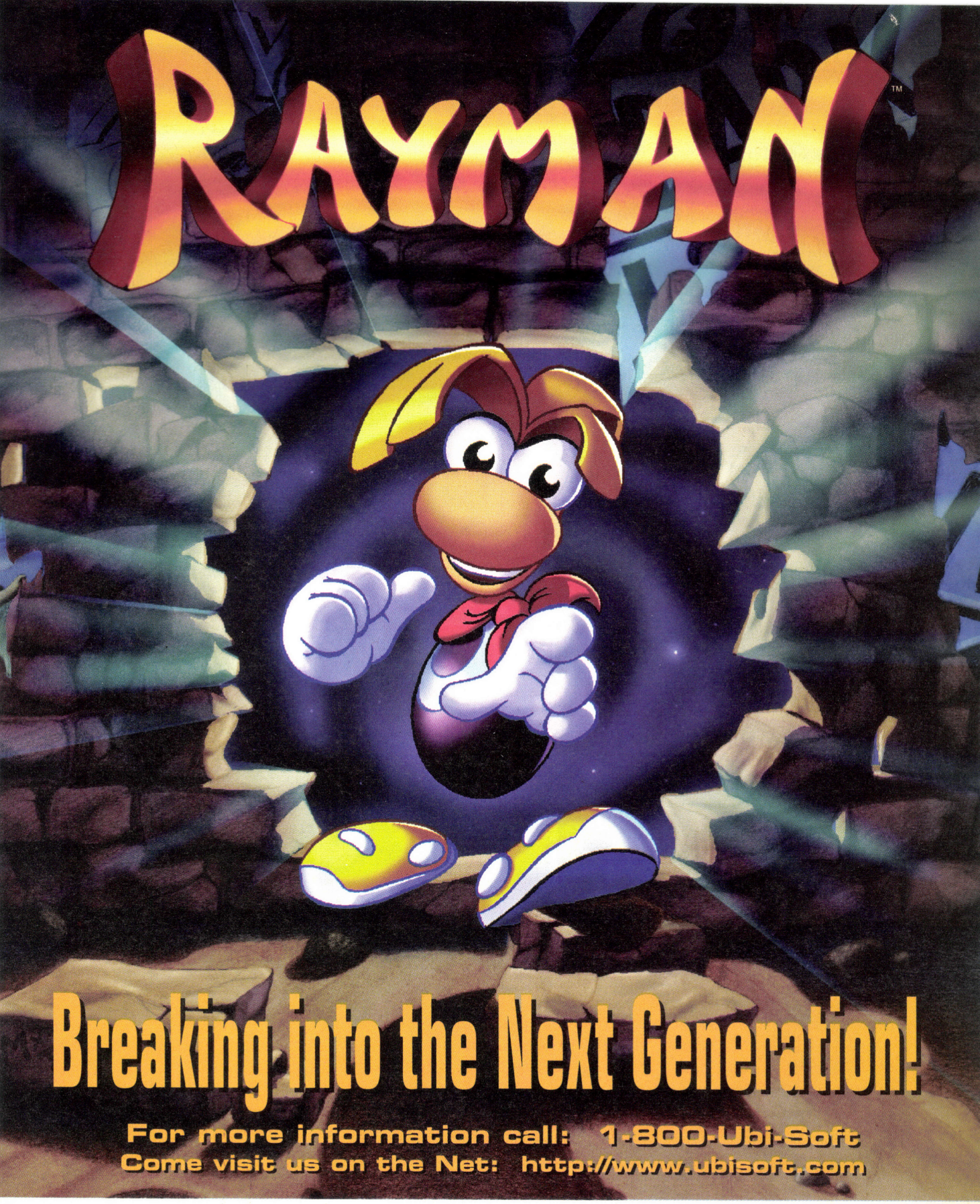


DOMESTIC LV 5



DOMESTIC LV 6





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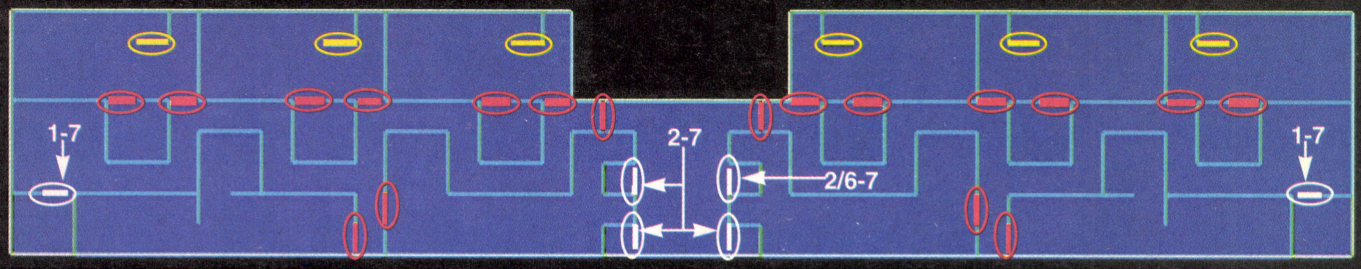
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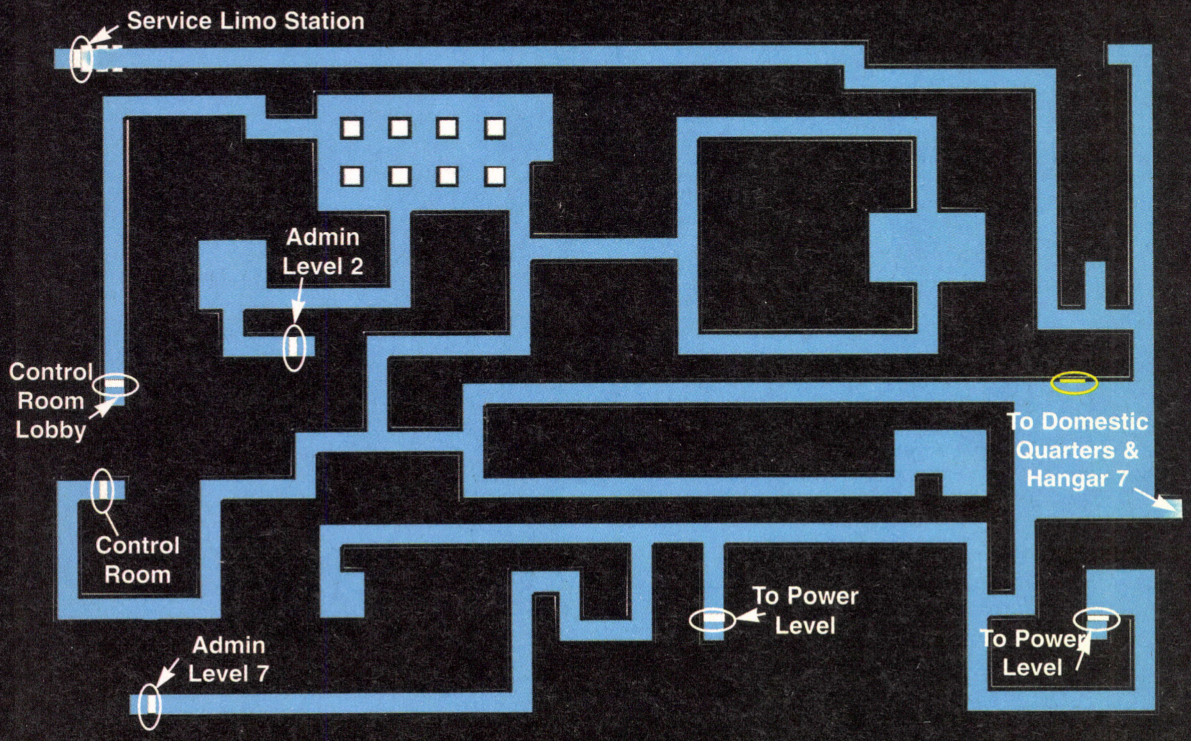
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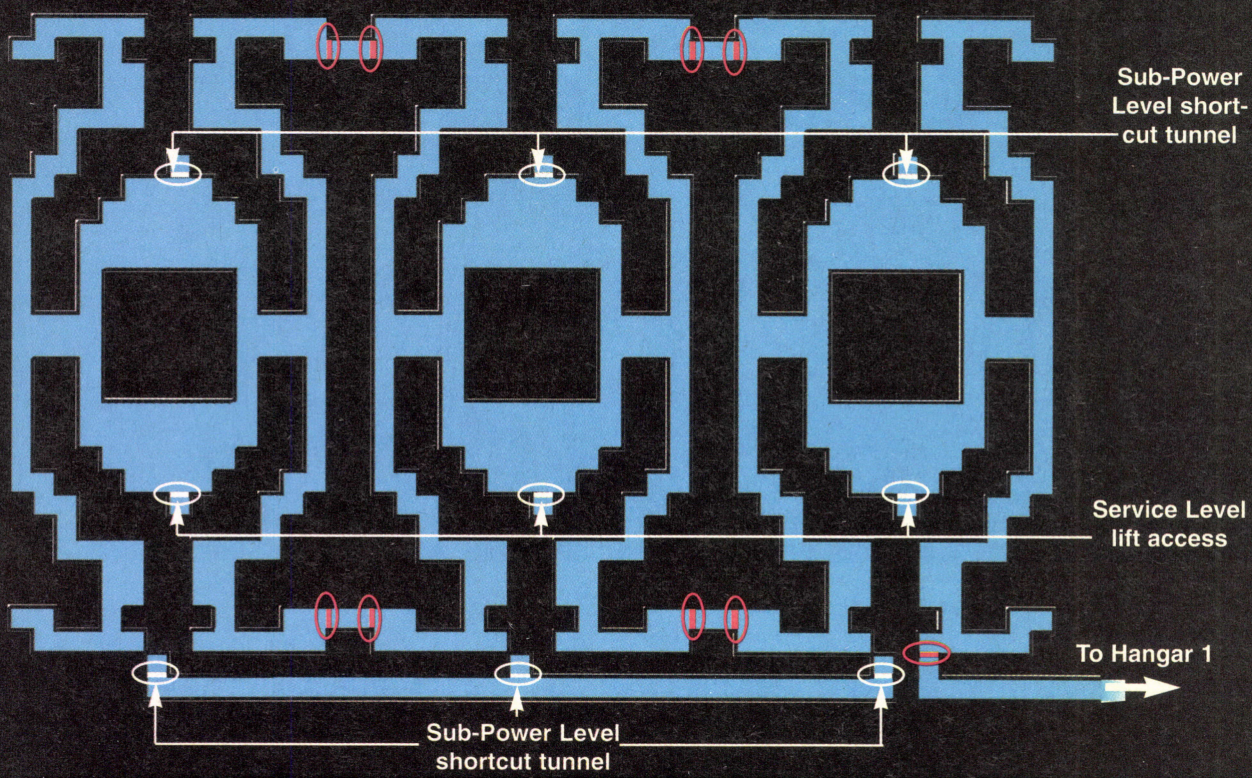
DOMESTIC LV 3



ADMINISTRATION SERVICE LEVEL



POWER LEVEL



Zero Divide:

An unrecoverable program error, causing a potential system crash.

The first truly complete 3D, 360° Fighting game

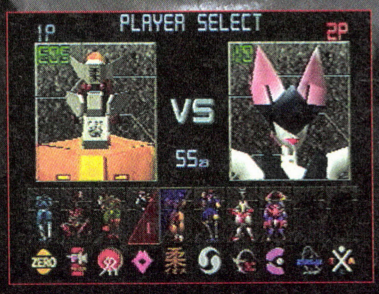
Superbly detailed graphics, unprecedented fighter control, high quality soundtrack, awesome depth and challenge are all combined to give you the most complete fighting game experience available.

Get it at your local retailer!

- 10 ruthless fighters (including two hidden bosses) that feature never before seen fighting styles, weapons and projectile attacks
- Unleash an arsenal of deadly moves and killer combos and for the first time in any 3D fighter–jumping attack in combos
- Zero Divide's unique Ring Edge allows skillful fighters to grab onto the rim of the ring and pull themselves back into the fight
- With a memory card, save and relive your entire match
- Select four completely different camera angles, including an innovative perspective from the fighters viewpoint and a rotating 360° view even in replay mode







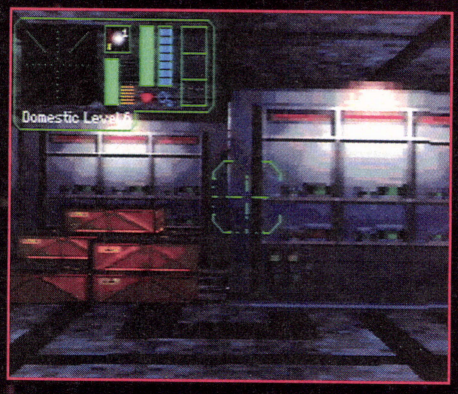


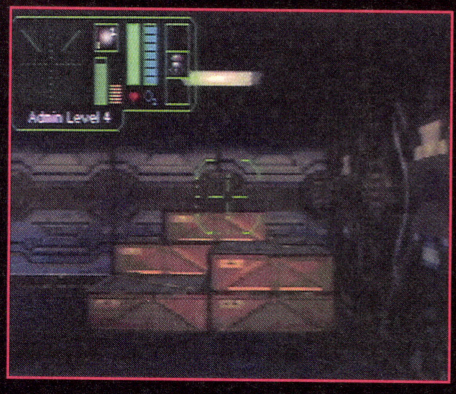
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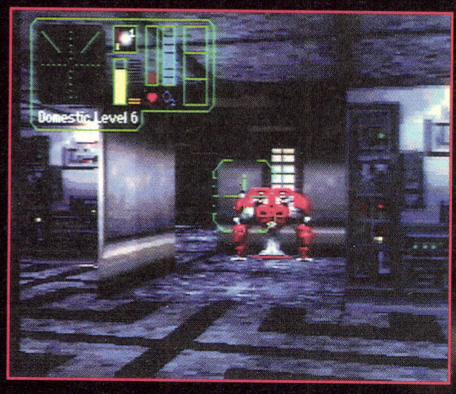
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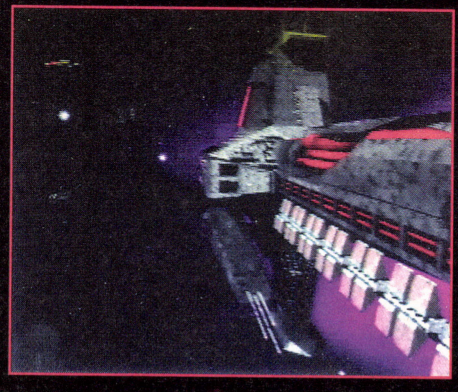
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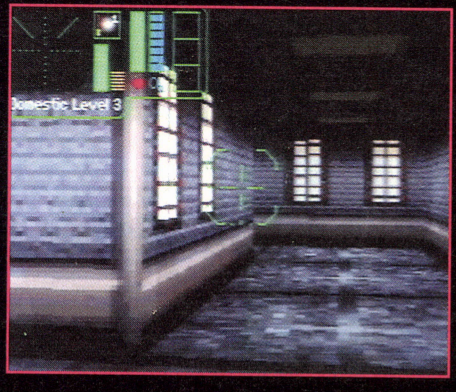
PC DEFCON 5





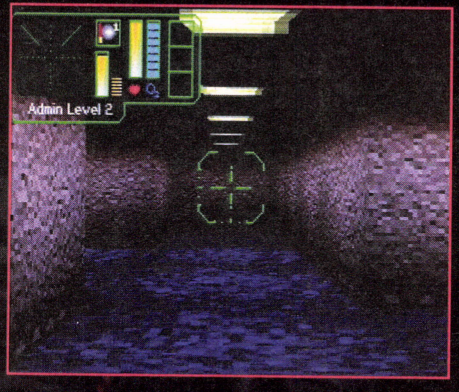


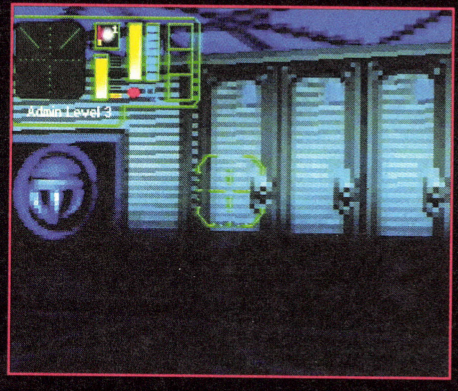




The PC version is a very close copy of the PlayStation. The berserkers appear to be more compact and the graphics are cleaner with less pixelization. Slated for release sometime after the first of the year, Defcon 5 for the PC will give those PC gamers that either don't want to get into console gaming or can't afford to get into both a little taste of what this awesome game is like on this version.

SATURN DEFCON 5

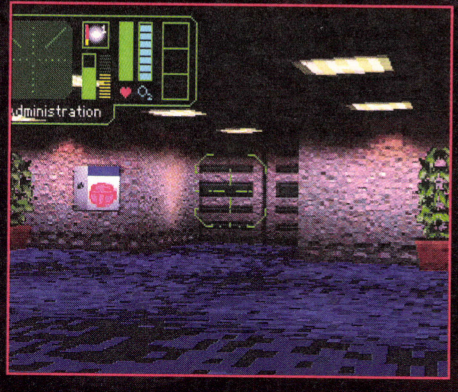




The Saturn version is graphically the same, but the icons have been moved around and the enemies are a lot smarter. Your shots are now color coded to the level of weapon you have. The berserkers fall down and die before they disintegrate. The enemy fighters also avoid your missiles and cannon shots better than before. Defcon 5 for the Saturn is to be released sometime in early 1996.

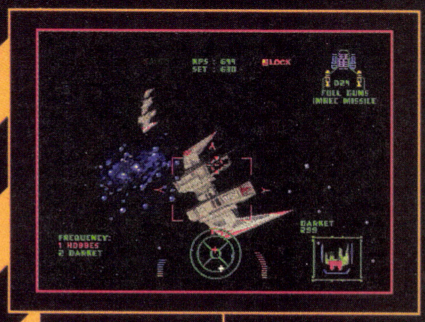
3DO DEFCON 5



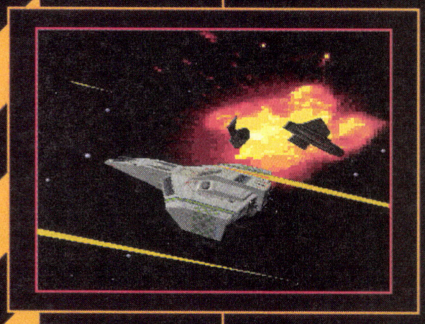


The 3DO version is the best to date. It is definitely more colorful and the graphics are very clean. The map of the station is cool. It has an actual picture of the station and where the limo takes you. This just shows that the 3DO is not down and out even because of the release of both the PlayStation and Saturn. It should be released sometime in early 1996 as well.

WING COMMANDER III









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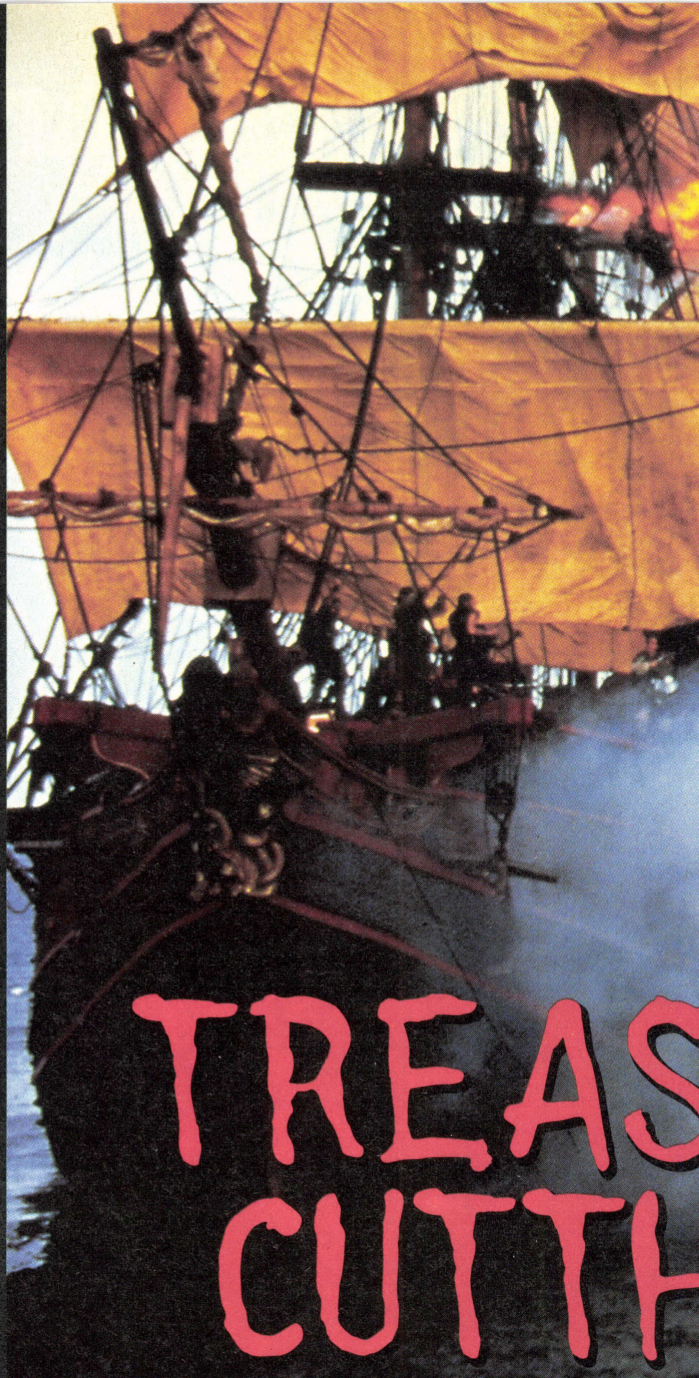
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TREAS
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The streets are crawling with barbarous Buccaneers!



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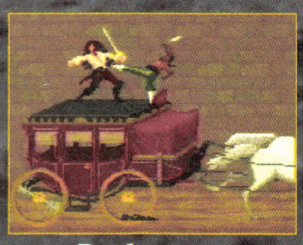


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(if you survive)



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Battle atop a runaway carriage!

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International conflicts should

"...the best soccer game yet. Period."
— Game Pro

Multiple skill levels let both rookies and pros enjoy the game. Practice mode can even turn rookies into pros. Which is good. 'Cuz with all the formations, coverage, and strategy of real soccer, no one gets off easy in FIFA Soccer 96.



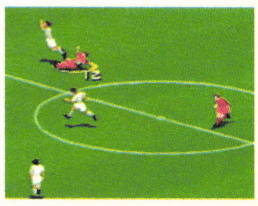
"One of the best soccer games I have ever played!"
— Electronic Gaming Monthly

3800 world class stars. 237 teams. 12 international leagues. One helluva' world summit meeting. Complete with authentic and localized crowd chants. (Brazilian drums, Italian cheers, etc.)



"...the best 16-bit soccer game ever, and one of the best sports games in general!"
— Game Sport

You gotta defend your turf. So we gave you slide tackles. Body tackles. And elbow shots. 'Cuz sometimes the best defense is a good, hard-hitting defense.



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be settled with legs. Not arms.

"Finally! The ultimate soccer simulation has arrived."
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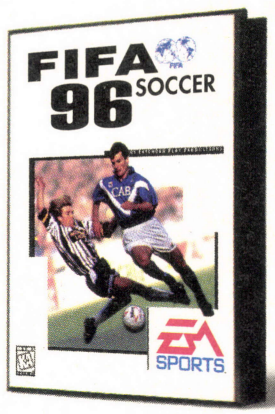
You better bring your big guns. This year, the goalies are smarter, faster and tougher. They even come out of the net and make leaping saves. Aggressive enough for you?



"The best soccer title ever!"
— *Electronic Gaming Monthly*

MotionDesign™ technology and SGI™ 3D models were melded to create an impressive array of distinct player animations. Like scissor kicks, banana shots, and bicycle kicks from the offensive arsenal.





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GARGOYLES

Strategy Talk

Here we have a surprisingly fun and addictive game. The challenge of this game is one of my favorite parts because it does require you to have a little skill. Your character can cling to the wall (like a famous Web-Slinger) and use his wings to give you a double jump. The graphics are clean with smooth animation. With so many side-scrolling action games, it's pretty nice to see one that is actually good. A Gargoyles RPG would be nice, but that probably wouldn't go over very well. The cartoon is pretty darn cool and this game seems to go right along with it. The game follows the theme of the cartoon pretty closely and has a neat story line to go with it. Fans of the cartoon will probably get at least some enjoyment out of this game.

—John Gurka

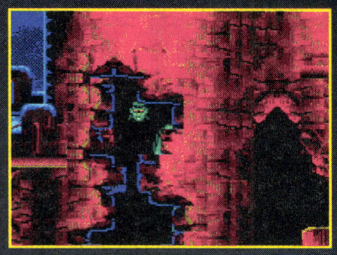
General Strategy



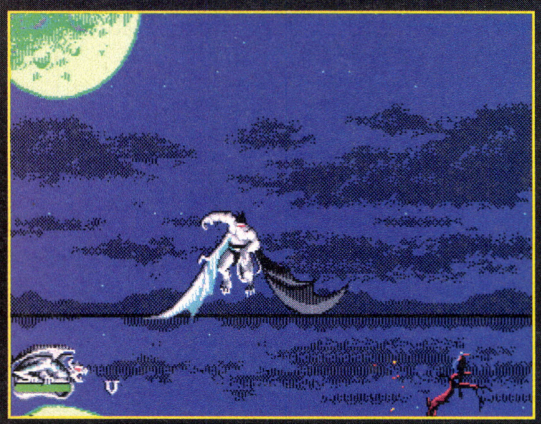
Sometimes, you'll be required to walk on the ceiling. Make sure all enemies are cleared before doing this, because they seem to love to knock you down. Just press Up to grab it.



Don't waste your time trying to throw people who can be easily killed with one swipe of your claw.

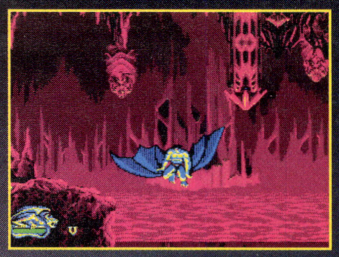


Search all over because there are tons of life-ups and 1-Ups hidden everywhere. Check the area in the beginning of every level thoroughly.

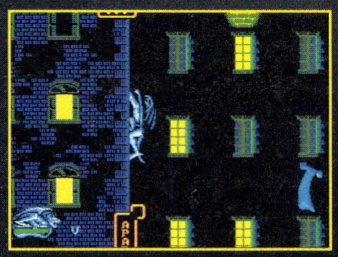


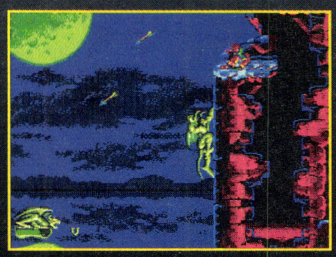
Wall clinging and double jumping are your two most important techniques. Master them in the beginning so you have the ability to use them later. The first couple of levels don't require as much skill with wall climbing until the last castle level. After that, almost everything depends on double jumping. Master it or be one dead shwompneck.







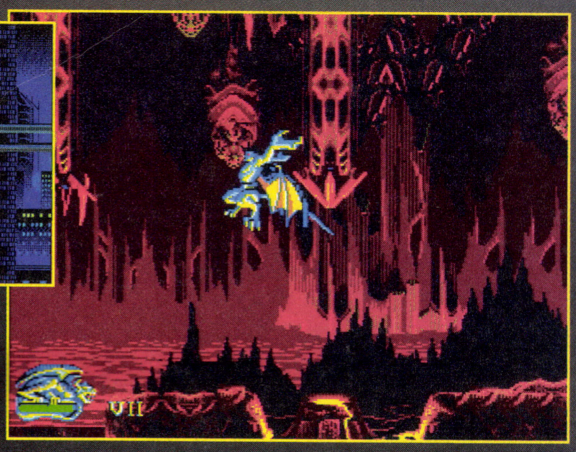




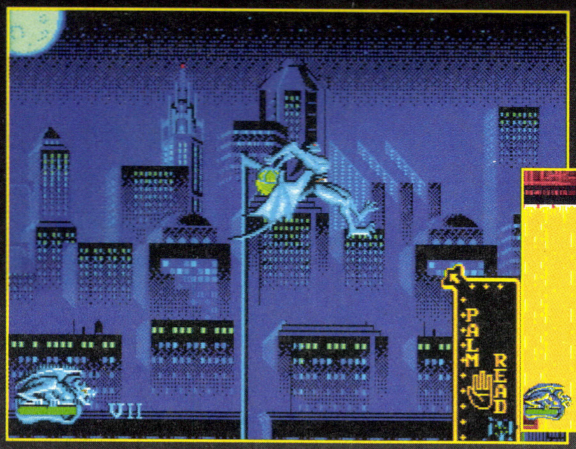
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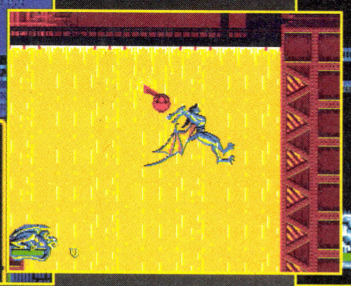


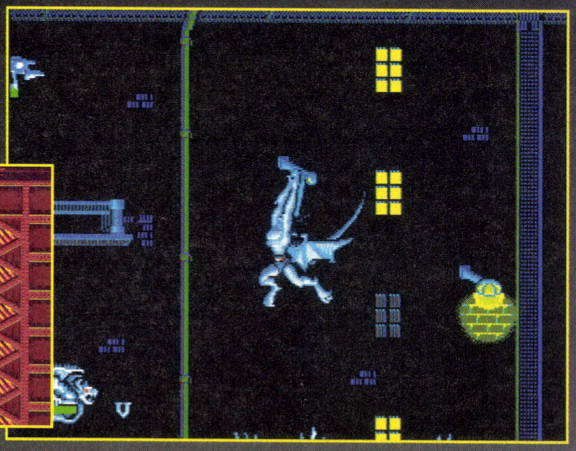




In most of the levels, you'll be required to perform some amazing acrobatics. This technique is something you will need to practice before you have it down to a science. The later levels use this often.











The guys wielding the balls-and-chains are not too difficult to beat if you stay in one place and keep swinging. The axe-wielding women, however, are extremely tough to kill. Throw them once to kill them. My suggestion is to run in on them and take a couple of hits while doing so. Keep jagging on the Throw button until you throw them. You'll take less damage this way.

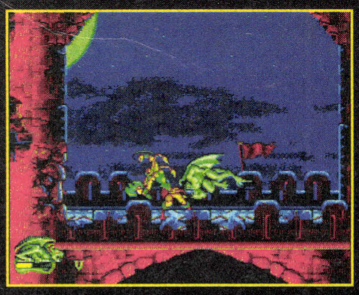




Level 1-Castle Siege

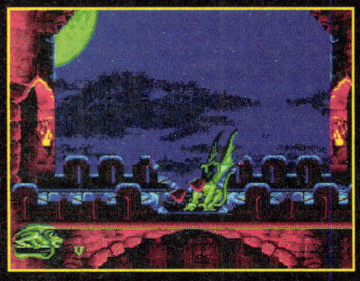


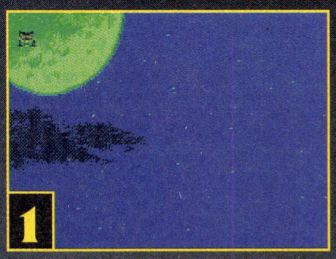
When running through the beginning of this level, do the dive attack by pressing your Claw button. This will keep you moving quickly so you can dodge the fireballs and arrows more easily.



You'll find a lot of these types of enemies in the first level. If you're not careful, they will pull your health bar down pretty far. If you can, jump over them.

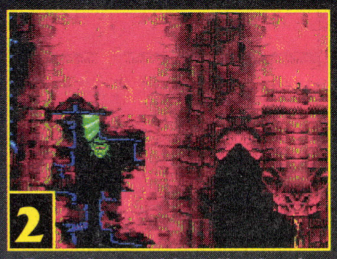
There will be times when it seems like you're stuck. Look at the ground you're on. If it looks like the one pictured, jump up and press your Throw button to smash the floor.





1

This 1-Up is achieved by jumping off the left tower.



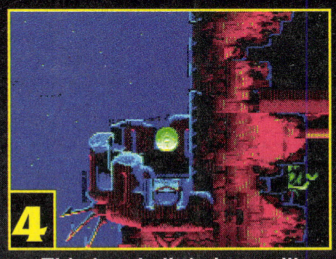
2

Don't forget this 1-Up that is above you in the beginning.



3

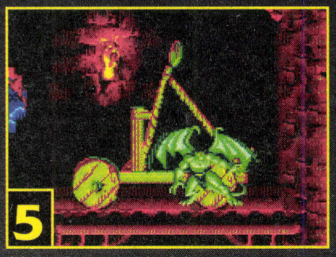
Watch out for the hot liquids these baddies dump on you.



4

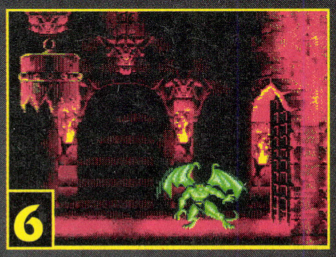
This handy little icon will grant you invulnerability.





5

Use these machines to catapult your way forward. Just jump on it to activate it.



6

Jump on these to make the doors go up, then quickly run through them.



7

You must get all the way up here in order to advance to the next part of this level.

Remember the time you got your butt kicked?



Remember the times you kicked butt!



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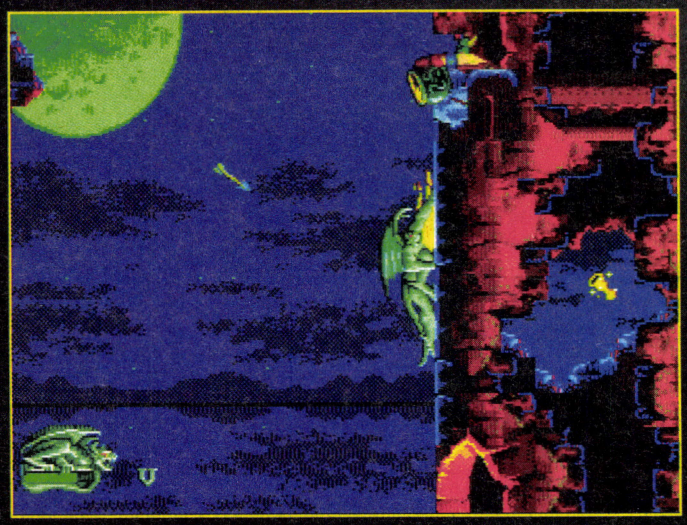
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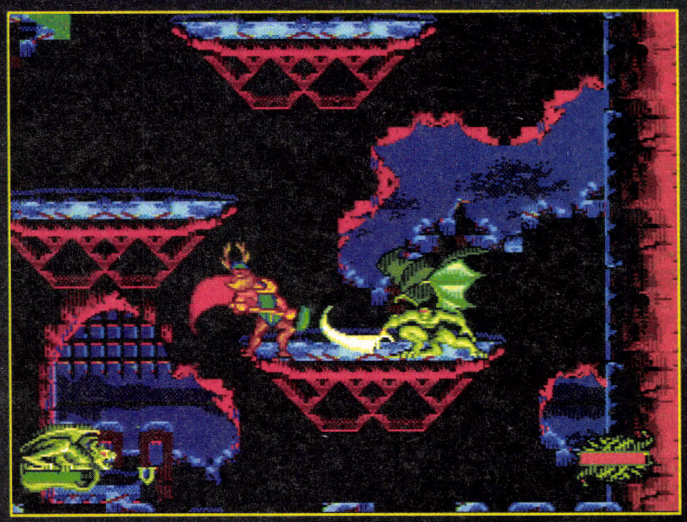
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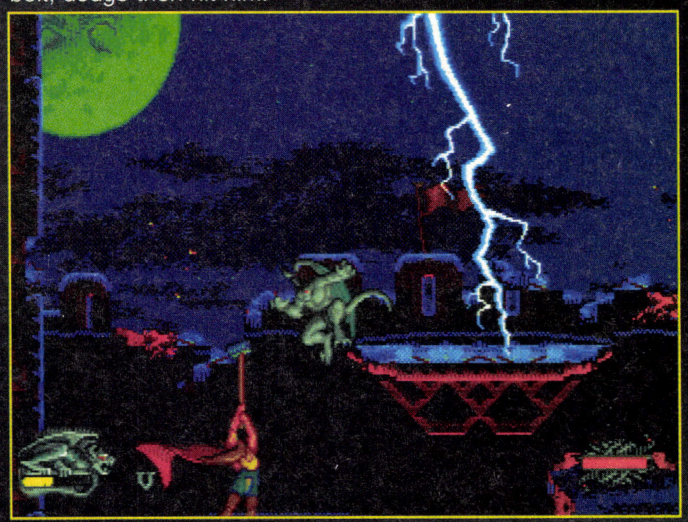


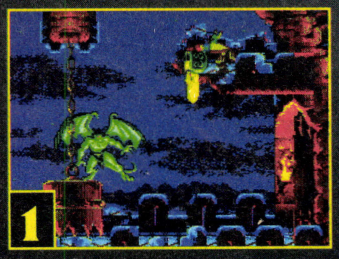


In this first level, there will be many times when more than one enemy will attack you. The best thing to do is kill these guys one at a time before you start climbing. Jump up to the ledge with the first guy, kill him then jump to the next.

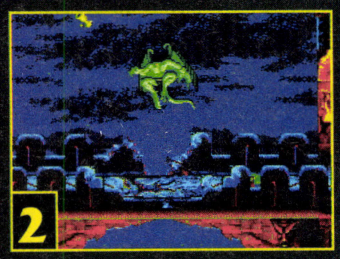


This is the first Boss who will shoot lightning at you from the sky. Hit him and run. As soon as he shoots a lightning bolt, dodge then hit him.

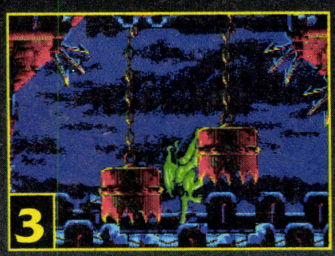




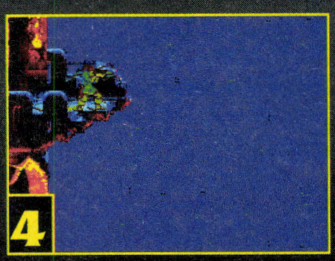
This gate comes down quickly, so you must be alert.



Smash through the floor here to move on.



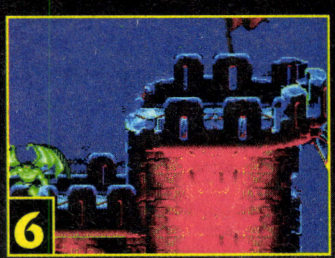
These move automatically, so watch for the patterns.



Kill everyone quickly to make this part of the stage easier.

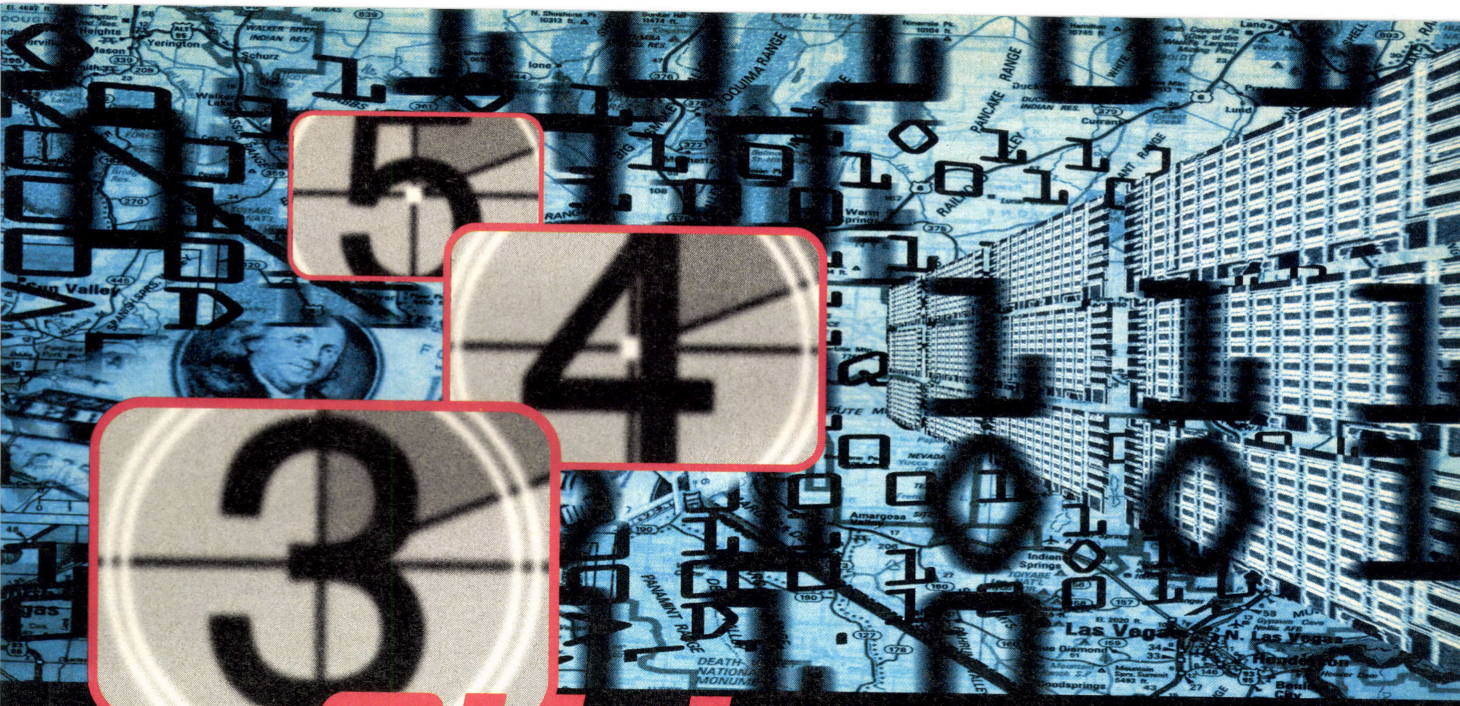


Watch for the flaming logs as you climb higher.



This is the end of your long trek up the tower.





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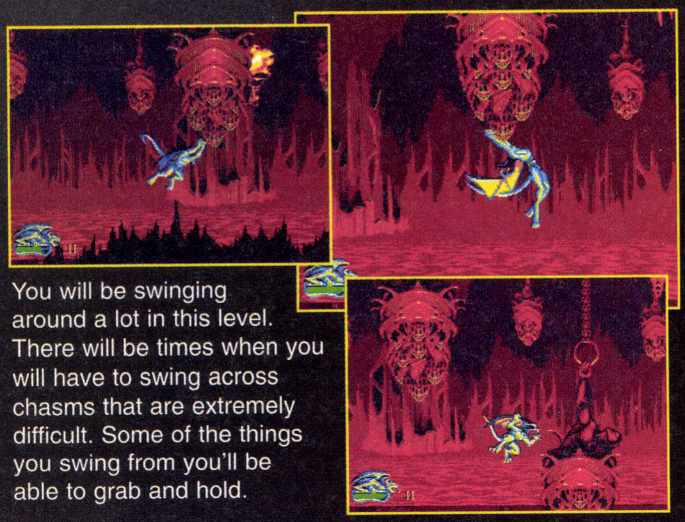
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RATING PENDING RP

Level 2-Rookery

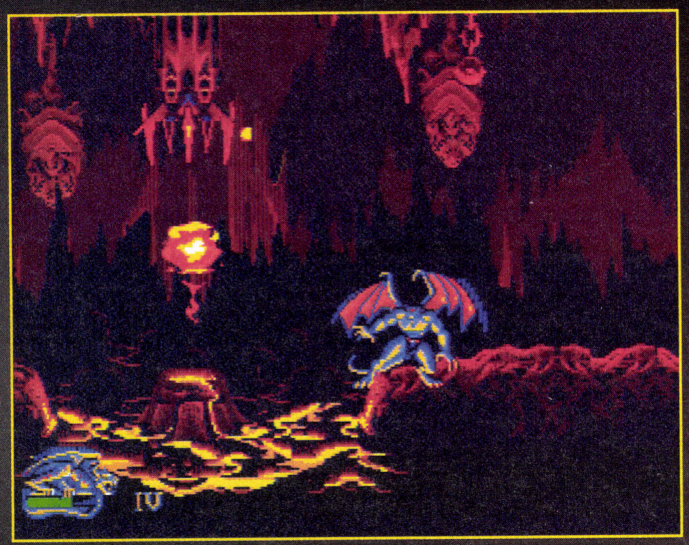


You will be swinging around a lot in this level. There will be times when you will have to swing across chasms that are extremely difficult. Some of the things you swing from you'll be able to grab and hold.



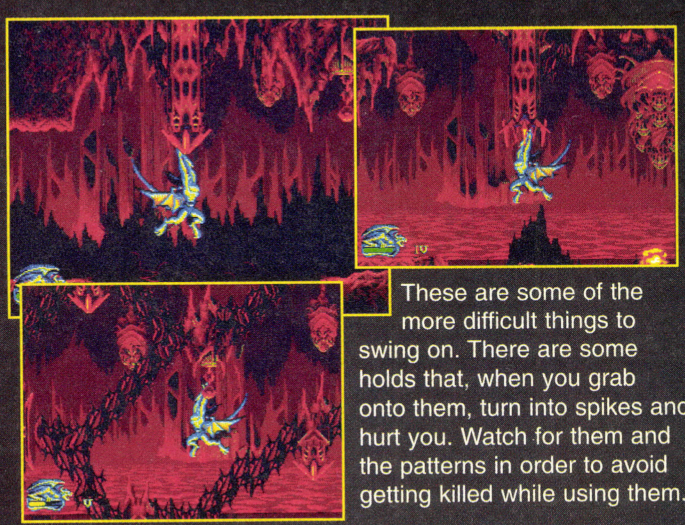


These fire pits shoot out some very fast wind. You cannot get past them unless you shut 'em off. There will be switches you can pull to stop it.

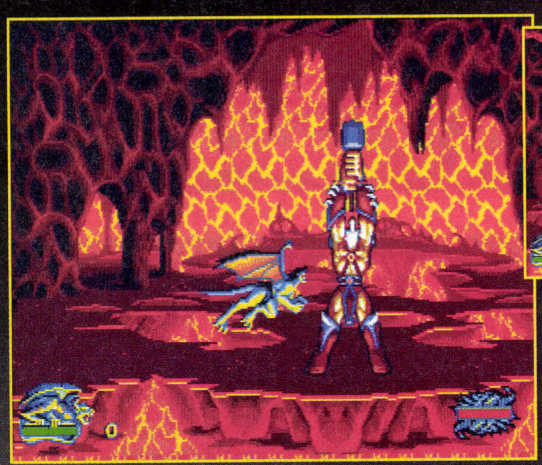




Even though you are a gargoyle, you cannot walk on fire; therefore, these coals will damage you. The best thing to do is to dodge the fireballs and double jump. Watch the fireballs for a pattern then jump in and fly through. You can land once without getting really hurt.



These are some of the more difficult things to swing on. There are some holds that, when you grab onto them, turn into spikes and hurt you. Watch for them and the patterns in order to avoid getting killed while using them.







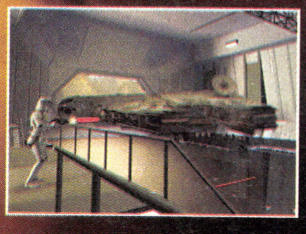
This is probably the toughest Boss in the game. The best strategy is to hit him and run. When he swings his hammer, don't be near him.

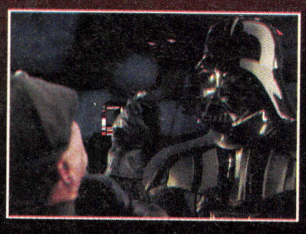
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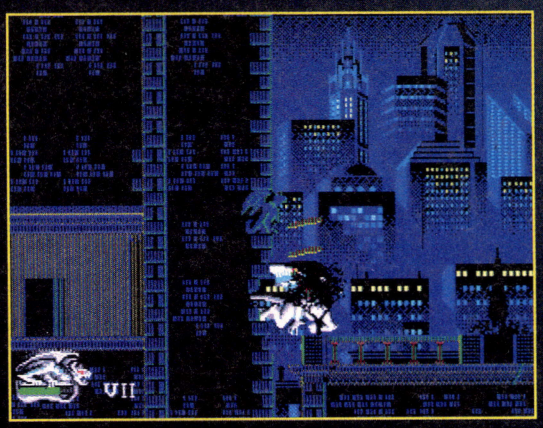
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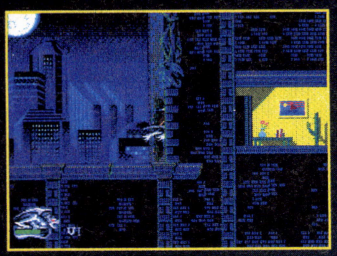
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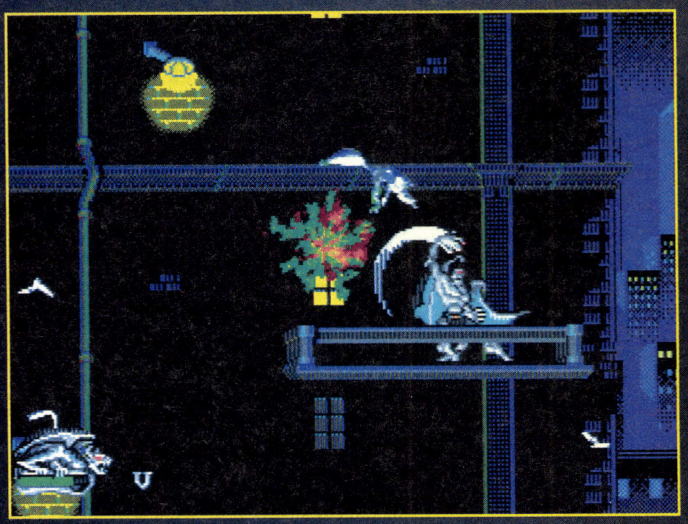
Level 3-Rooftop

You'll have to smash through these walls by running then pressing your Slash button. This works on all bordered-up walls.



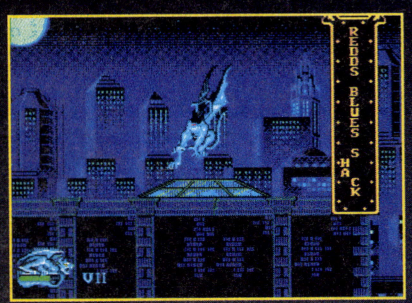




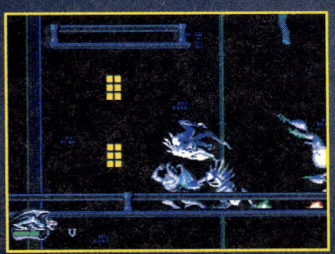


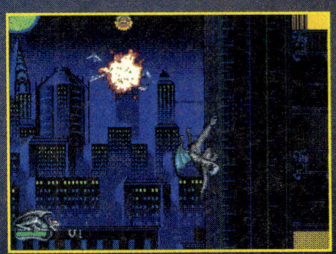
The monsters in this level are all new to you and are a lot tougher than they have been. Again, when encountering the big guys, you'll want to throw them. Just swat the little, flying pests that are bothering you!

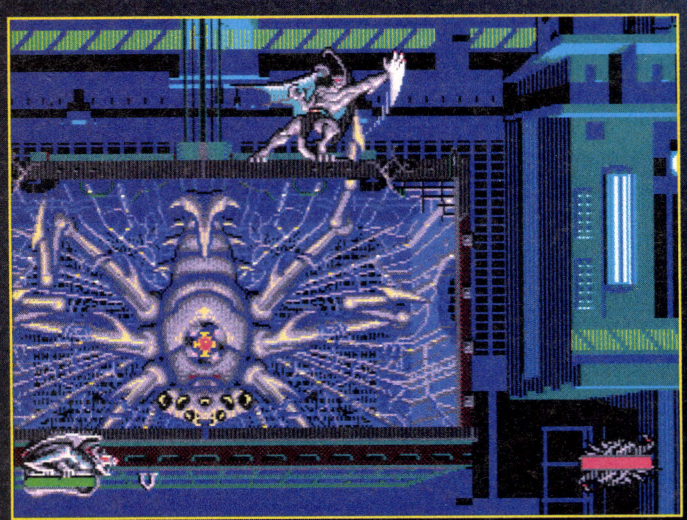


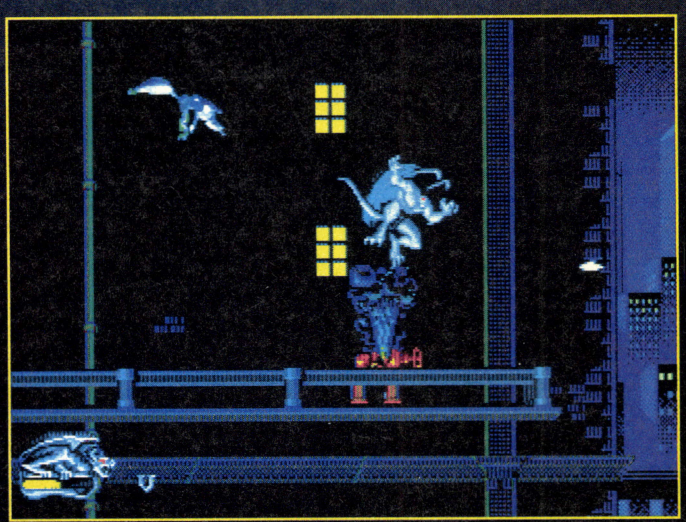


These glass roofs were made for you to destroy. Jump above them and press the Throw button to fall through them. That will lead you to the next part of the level. Some of these lead to power-ups and 1-Ups.

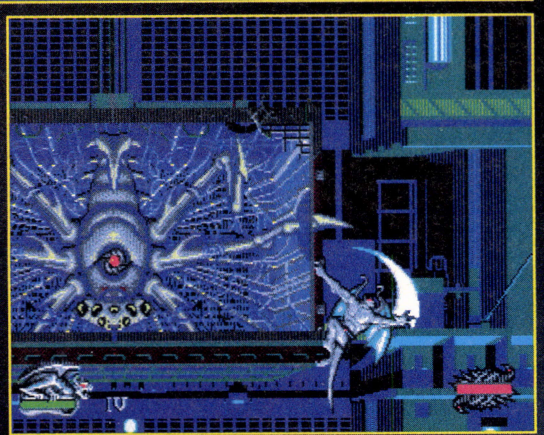




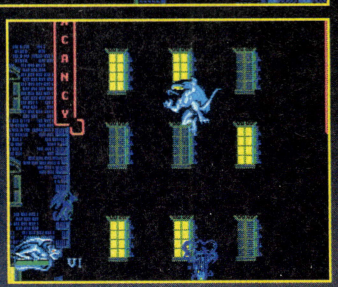




This guy is tough. Keep killing the tentacles sticking out of the cage. Dodge the green electricity by jumping when he blinks.



These blasts of air shoot you in the air. Ride these currents up to the next level. Most of the time there will be posts you will have to grab onto. Make sure you look for them because this is another one of the hardest things in the game to accomplish.





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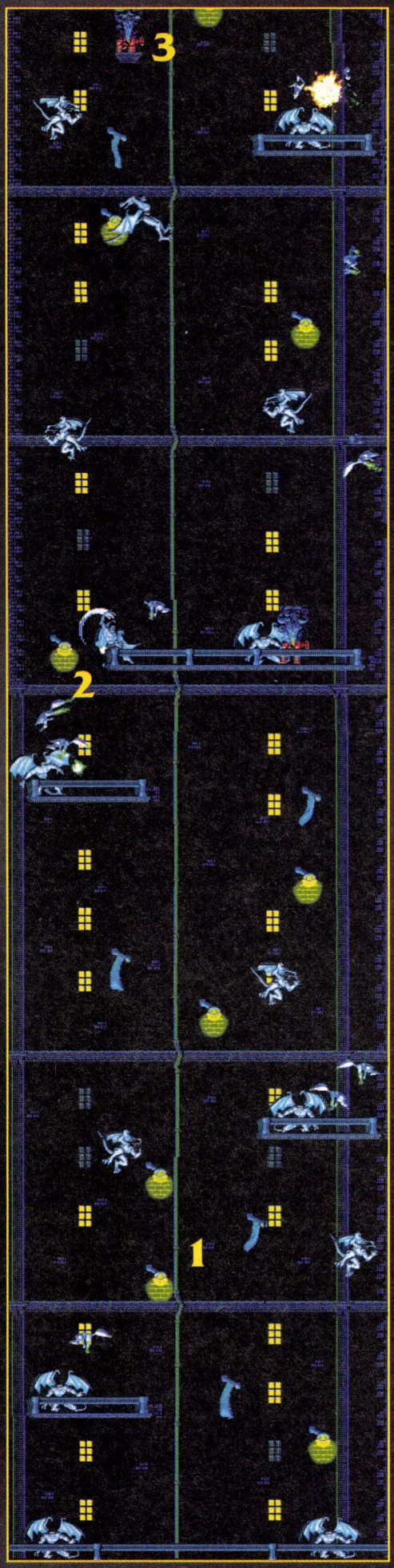
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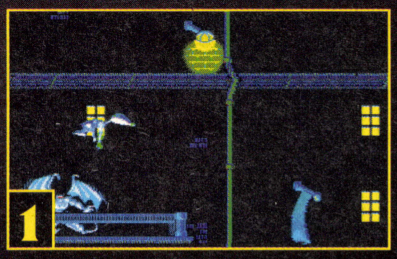
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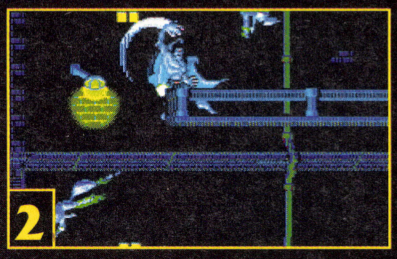
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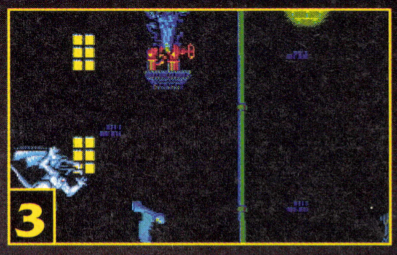




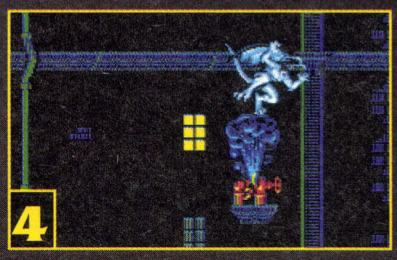
This is the first tricky jump you will face on this level.



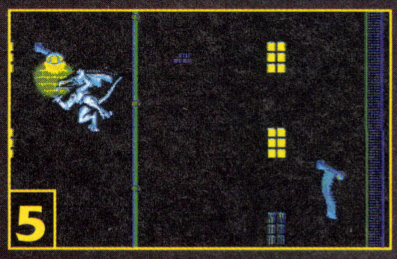
Swing to the left then do a double jump to get on that ledge.



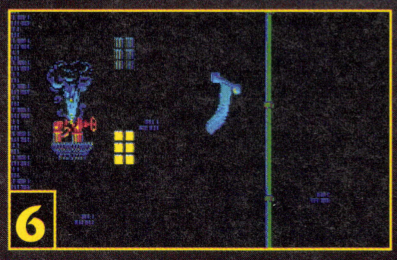
This flow of air shoots you up to the next platform.



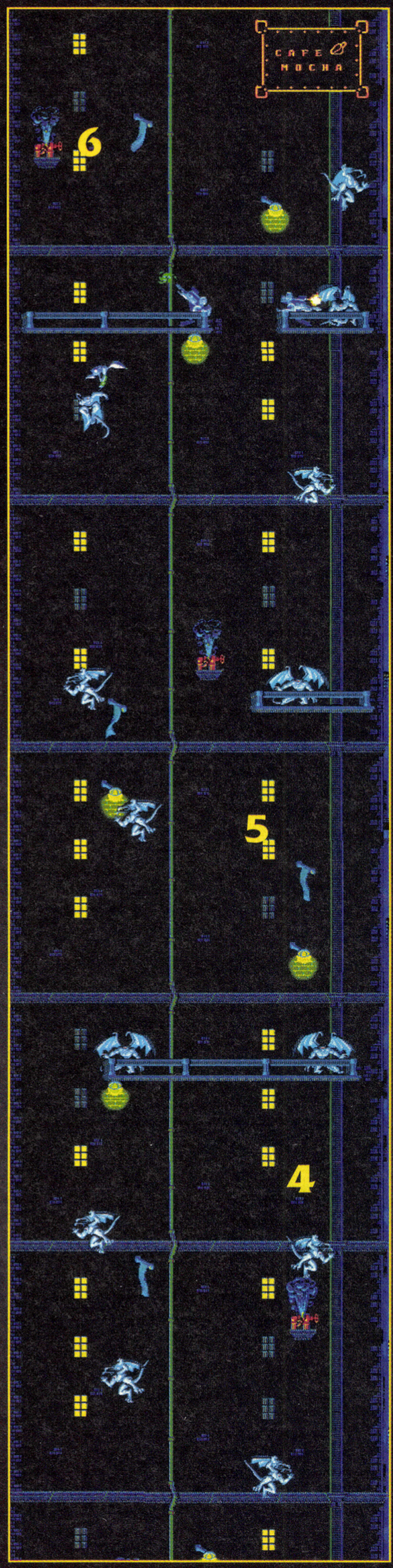
When using this flow of air, press to the right so you don't hit your head.

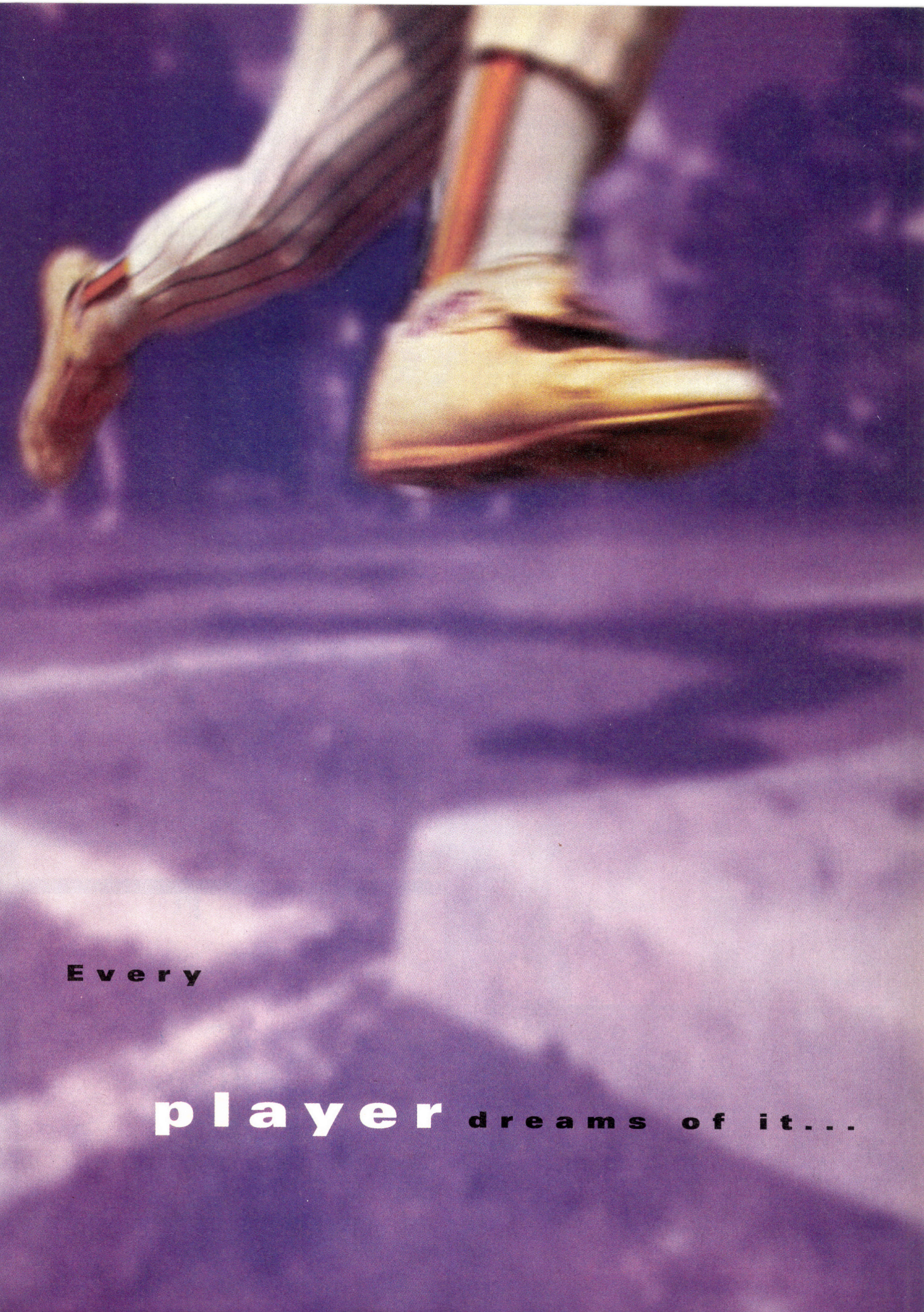


Do a double jump from the pole on the right to the one on the left.

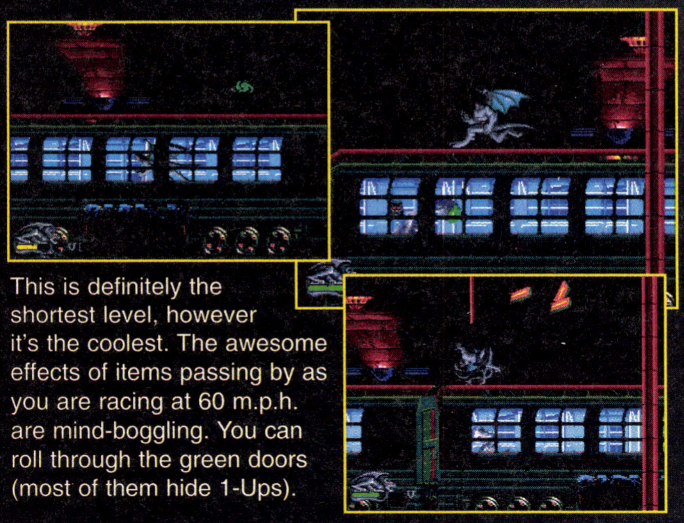


This air flow shoots you to the end of the level.

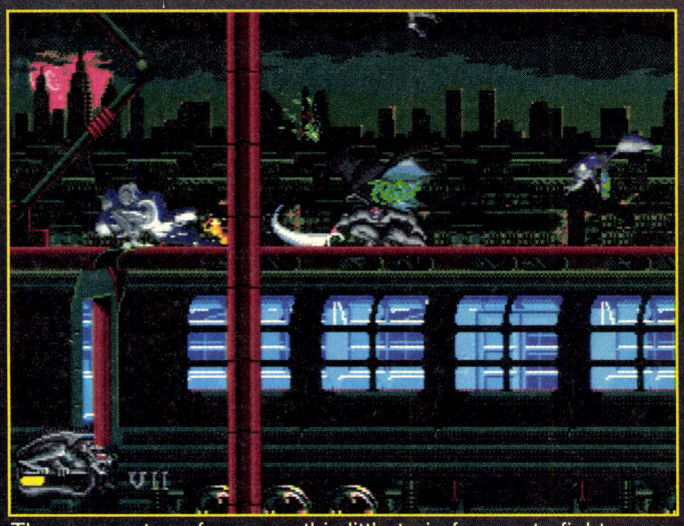



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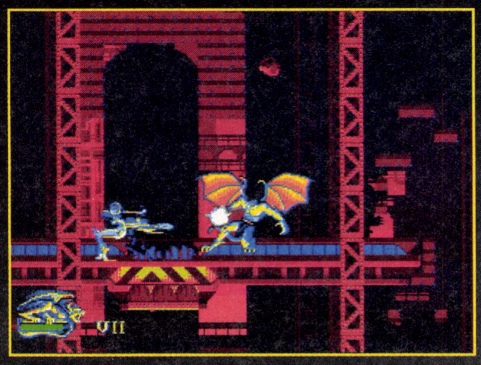
Level 4-Subway



This is definitely the shortest level, however it's the coolest. The awesome effects of items passing by as you are racing at 60 m.p.h. are mind-boggling. You can roll through the green doors (most of them hide 1-Ups).

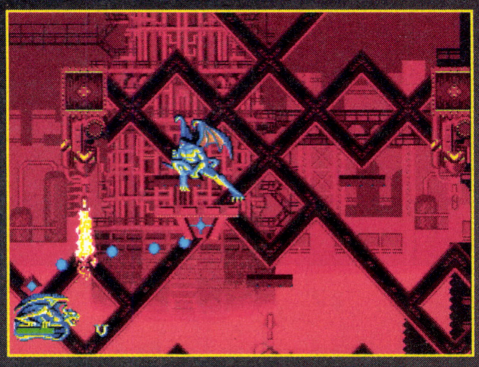


There are a ton of guys on this little train for you to fight. You'll recognize all of them from the last level. Use the techniques you developed in the last level.

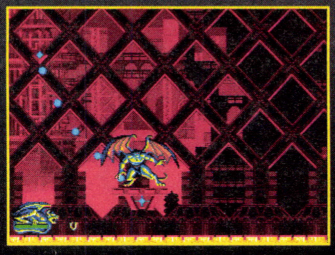


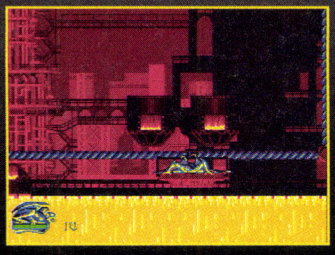
You'll encounter all the same monsters you've already seen except that now they come at you in numbers you've never seen before. The enemies just never stop coming.

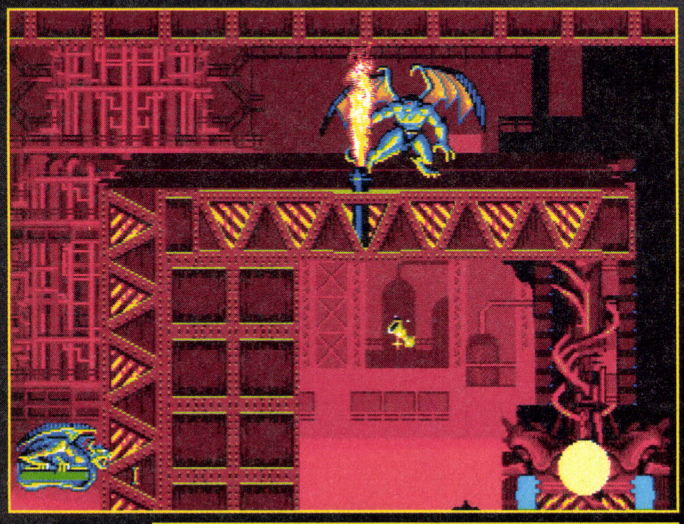
Level 5-Forge

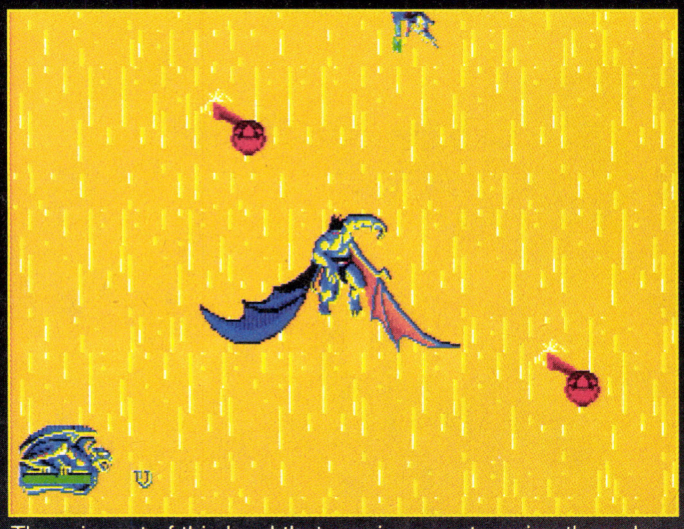


You also have to take a ride on these tricky-to-maneuver platforms. They will automatically move, and you must also move around obstacles to avoid getting hit and falling into the lava.

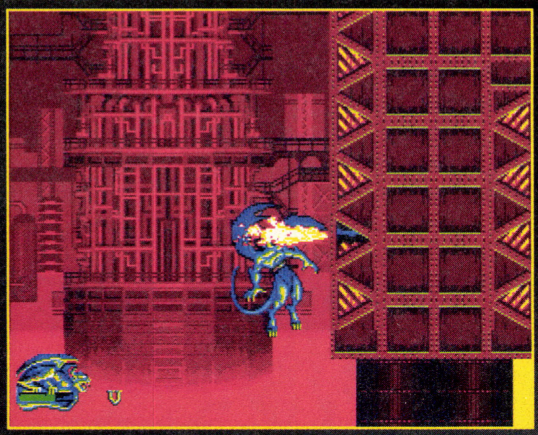








There is part of this level that requires you to swing through it. The feature that makes this tough is: If you fall, you die. This is a pretty tricky area.



You won't be able to walk on a lot of the walls in this level. If you do, this is what happens to you (pictured right). There is no way around it, either!


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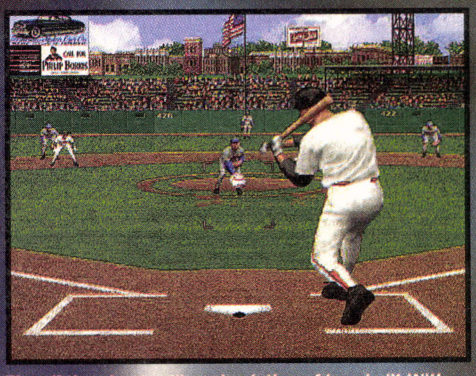
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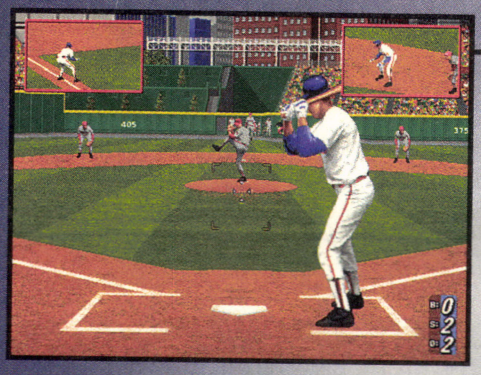
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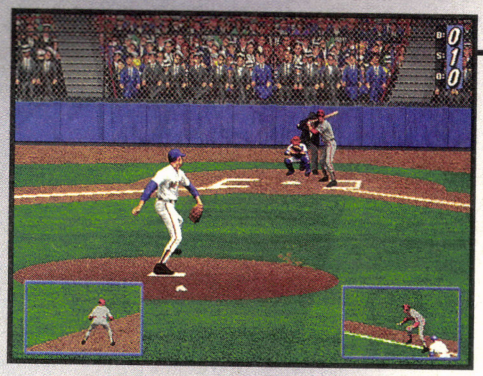
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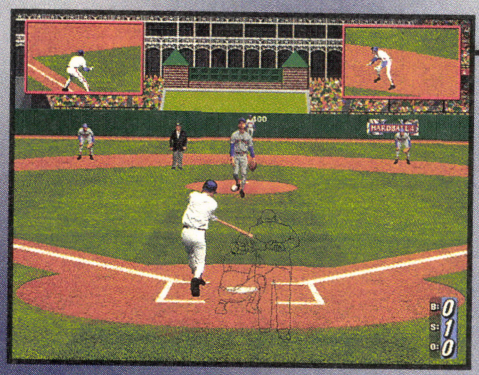
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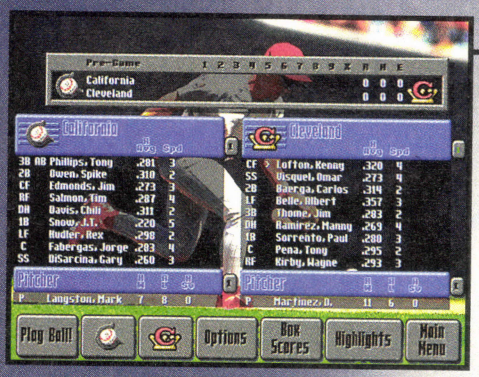
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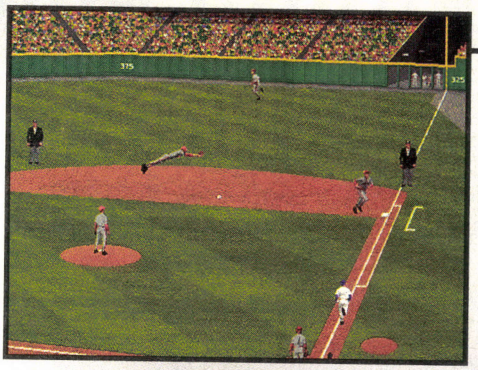
Optional wide-angle pitcher and batter views recreate the traditional look of a broadcast baseball game in beautiful 256-color SVGA graphics!



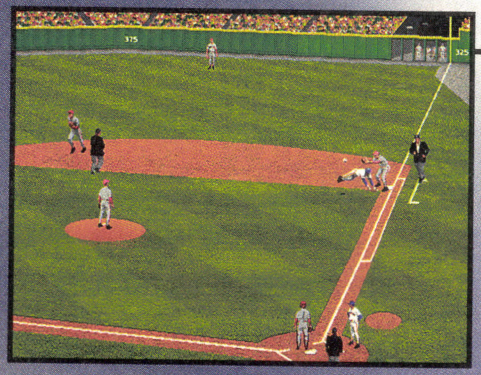
For maximum variety in gameplay, change any manager's tendencies on any team and see the results play out on the field and in the stats.



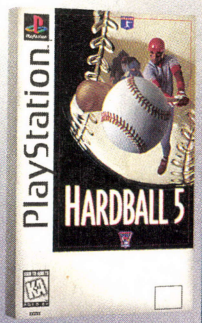
Hot new user interface gives you instant access to any feature. View and manage your team from the field, from the dugout, and from the General Manager's office!



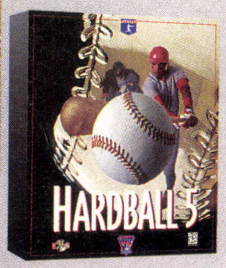
This "fifth generation" fielding simulation has additional play animations, baseball plays, and graphics realism, resulting in true-life baseball gameplay.



It's all here: pick-off plays, hit-and-run, suicide squeeze, towering pop-ups, and more. The ultimate simulation of baseball, for everyone who loves the game!

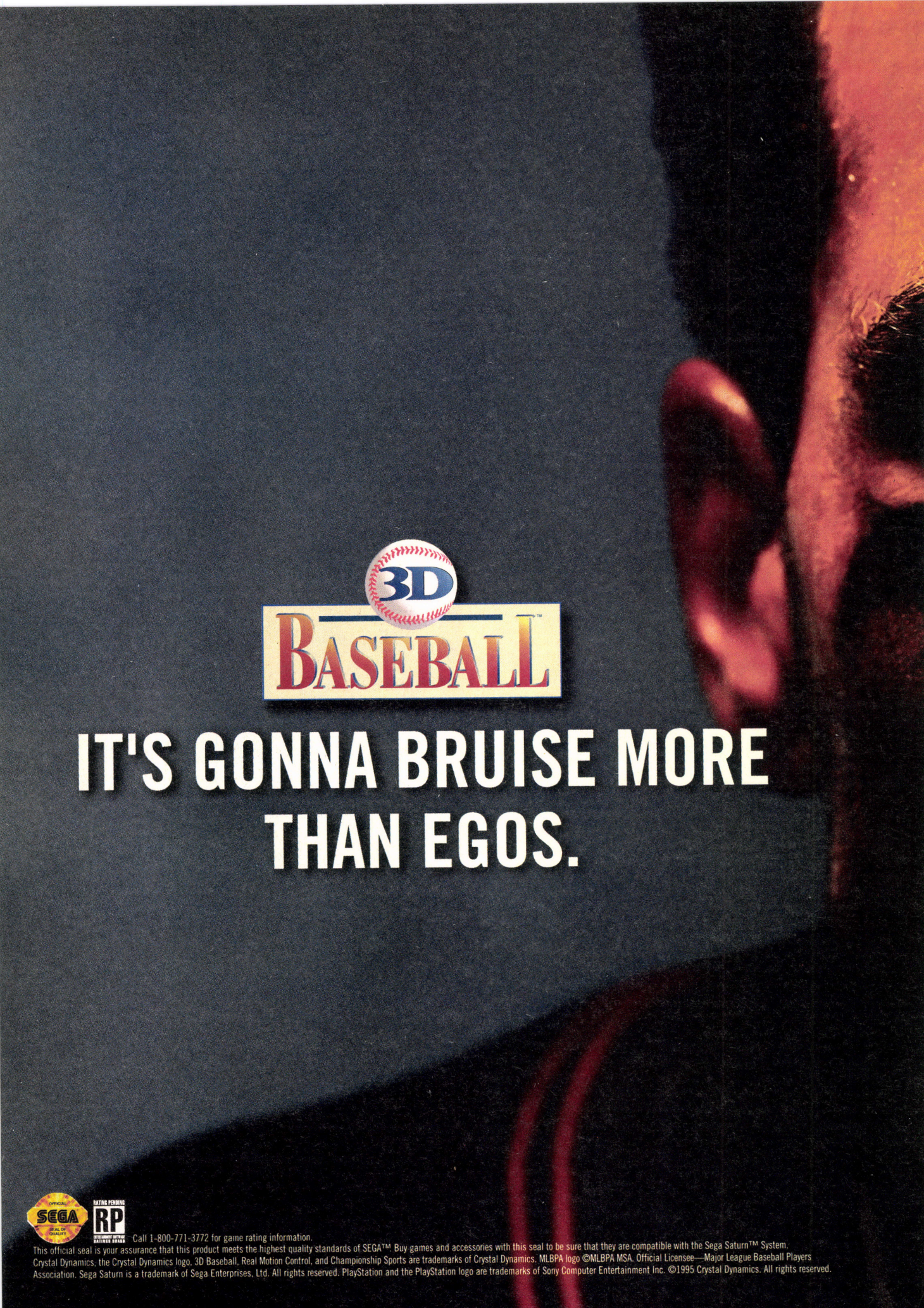


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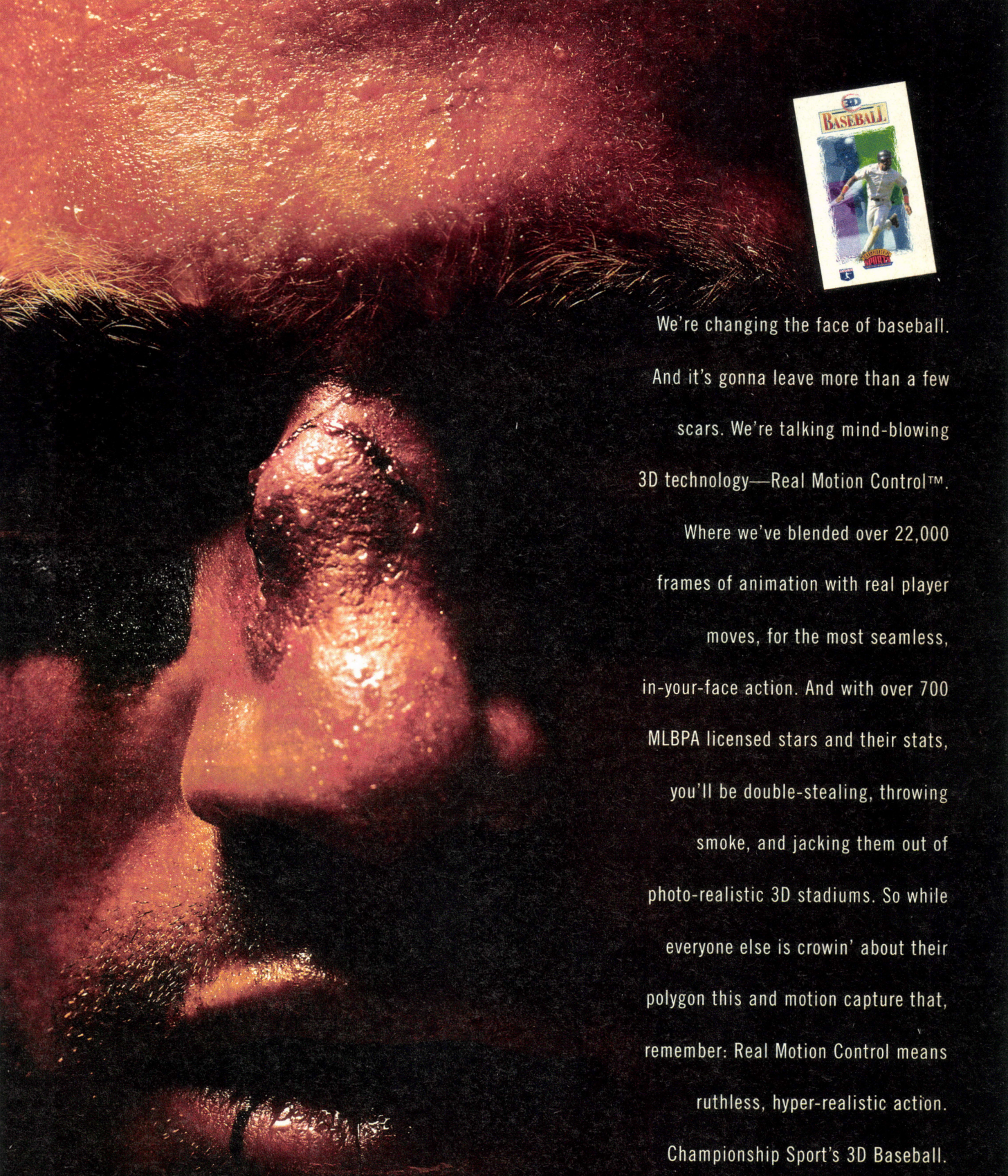


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For demo;
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We're changing the face of baseball. And it's gonna leave more than a few scars. We're talking mind-blowing 3D technology—Real Motion Control™. Where we've blended over 22,000 frames of animation with real player moves, for the most seamless, in-your-face action. And with over 700 MLBPA licensed stars and their stats, you'll be double-stealing, throwing smoke, and jacking them out of photo-realistic 3D stadiums. So while everyone else is crowin' about their polygon this and motion capture that, remember: Real Motion Control means ruthless, hyper-realistic action. Championship Sport's 3D Baseball. We got it. They don't.

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SATURN

STRATEGY TALK

This strategy game is killer! All those fans out there who enjoyed Shining Force will love this game. The idea that your characters actually learn new techniques as they use their weapons is useful and realistic, adding much more appeal to the game. It will not be able to be finished in just one sitting, though, and the battles can rage on for a long time. Each battle is a new challenge, and you will be facing new enemies, each with his/her own kill-the-good-guys powers. Some of the letdowns in this game include the fact that you can max out your character's level at 30. This is kind of frustrating because when you reach that level, your hit points are fixed and the enemies you fight will continue to have greater hit points. The graphics are a little gritty but impressive nonetheless. This is also, fundamentally, battle after battle with very little interaction in between. All in all, this is a fabulous strategy/RPG game for the Saturn and definitely worth the price.

—Scott Augustyn

MYSTARIA

THE REALMS OF LORE

Strategy and Hints

CHARACTERS

These are the first four characters that are introduced in the beginning. They will be the only ones available to you for the first battle, but after that you will quickly gain new members for your group.



ARAGON

As Prince of Queensland, he is sworn to reclaim the queen's kingdom and vanquish Lord Bane from all the land. He is the leader of this group and is skilled in the art of the sword. He is also adept at magic spells.



SAURA

Once a priestess in service of Queensland Palace, she continues her allegiance by joining the prince in his quest. Protect her at all costs—she is your only healer for most of the game and can learn useful spells.



FERRAL

Last of the Lionmen race, he is a fierce warrior. He sides with the prince, but little is known of his past. Use his spear for long-range attacks. His hand-to-hand fighting skills are also a very useful asset.



HECTOR

A one-time soldier in the Queen's army, he is now mentor to the prince. His skill in archery is legendary. His long-range attacks can be a lifesaver, especially against airborne targets. His arrows will damage baddies.

Introduction Battle

After a beautiful introduction comes the first battle scene. This is not the first true battle because all you have to do is go a certain distance and it will end. Lord Bane will cast a massive spell that should have killed you. Thanks to Ferral, you survive to battle again.





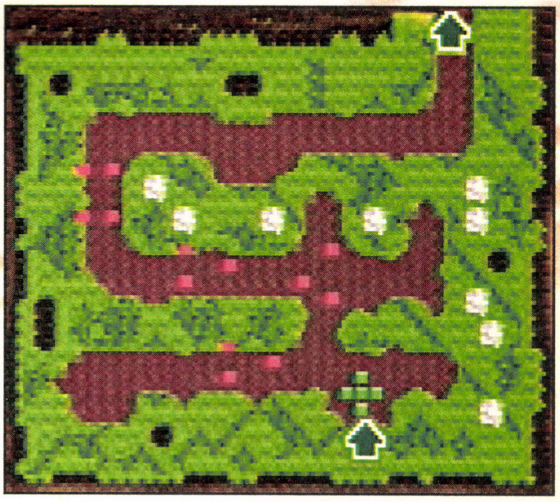


FOREST OF DELUSION

Max no. of party members allowed: 5

No. of enemies: 13+





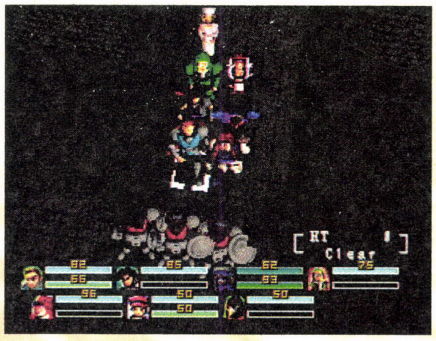
The forest of delusion isn't all that confusing. All you have to do is follow the path north and get to the top exit. To do this with the least amount of enemy activity, go quickly north and west. Once you fight the couple of guys there, keep rushing west until you get attacked by the guards on the path. Once this happens, don't go back the way you came and the reinforcements can't get to you. Simply proceed down the path and battle your way through the net from the last three baddies to make it to the exit without an encounter. If you want, you can go very close (but not too close) to the exit. Once there, simply keep defending. You can keep building up your defense without an encounter, or simply go to the exit. Here you will encounter a guy named Juza. There is no way to win this battle so don't worry about it. In this battle, you will also receive Raiko as a fighter.

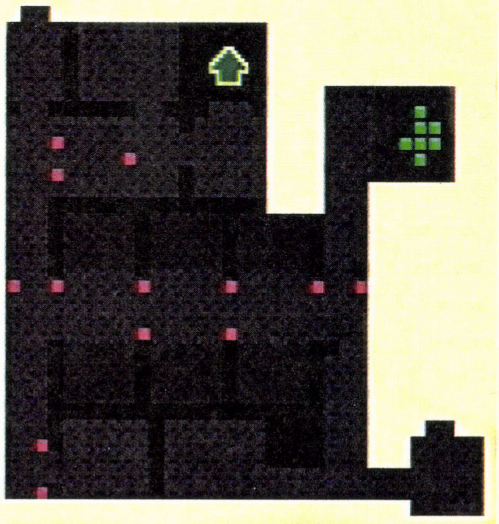


QUEENSLAND HALL—BASEMENT

Max no. of party members allowed: 7

No. of enemies: 13





For this level, you will receive Raiko's companions Katzhai and Aletha who will follow you for the rest of the game. In this level, gather everybody out into the hall first. (A good order to have the people out in the hall should be with Aragon and Ferral in the front, Raiko and Katzhai behind them, Aletha and Hector and finally Saura.) Be sure to go through the techniques list for the new and old characters to reapply the new techniques. Raiko can use most of the attacks that Raiko can use, and Aletha can use most of the attacks that Hector can use. The order you have them in will give the party a good attacking balance, allowing each character to get a hit in. Once you have set up the characters, head down the hall and take out the guards, then move all your characters out into the hall before continuing. Once everyone is out, set up the characters like before and move down the hall, ganging up on enemies before they become a threat. Don't forget to get the treasure chests in the southernmost room. While you are getting the treasure, move north just far enough to let the last enemy guard come after you. Take him out then position Aletha and your fastest character next to the northernmost door. Once you are all ready, have one of your characters move to the east. He will be stopped by Juza coming in. You cannot beat him and must retreat. Cancel the moves that character just did and have him move back against the west wall. Your next step should be to have Aletha check the door. It will take her at least two rounds to find the right key and open the door. Once she opens the door, have your quickest character rush out to end the battle.

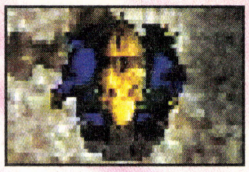


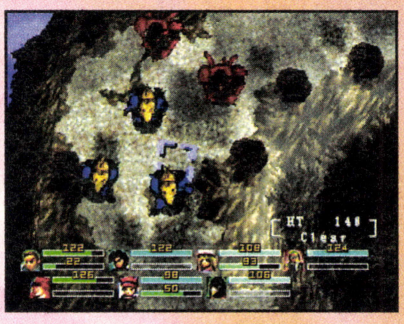


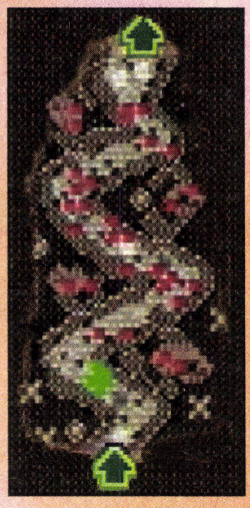
MOUNT BURGEON

Max no. of party members allowed: 6

No. of enemies: 30







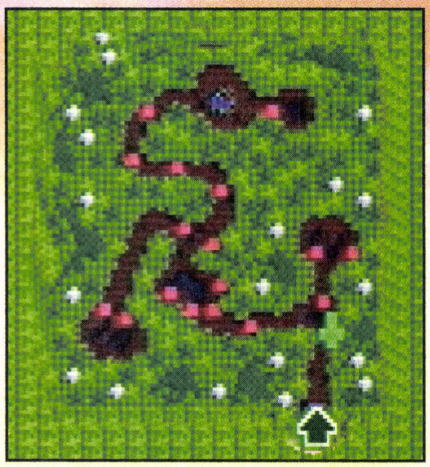
The best way to beat this battle is to have your characters grouped. Keep the different people in positions so they can give support to your heavy hitters if need be. Be careful not to get overwhelmed and be patient when moving your guys around. Remember, even if you do nothing in that round, make sure to defend yourself, because you get experience for that and go up levels in defense just like you would any other technique. Another thing is that flying creatures are very susceptible to arrows. If an enemy is counterattacking, the only way to avoid being damaged is by either being out of its range of attack (archers) or by using magic.

FOREST OF OBLIVION

Max no. of party members allowed: 6

No. of enemies: 17



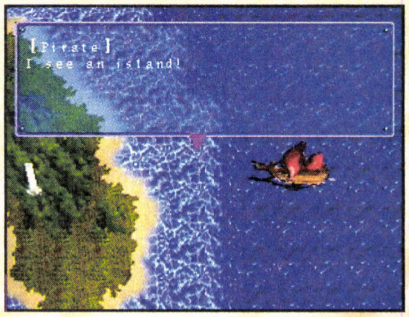


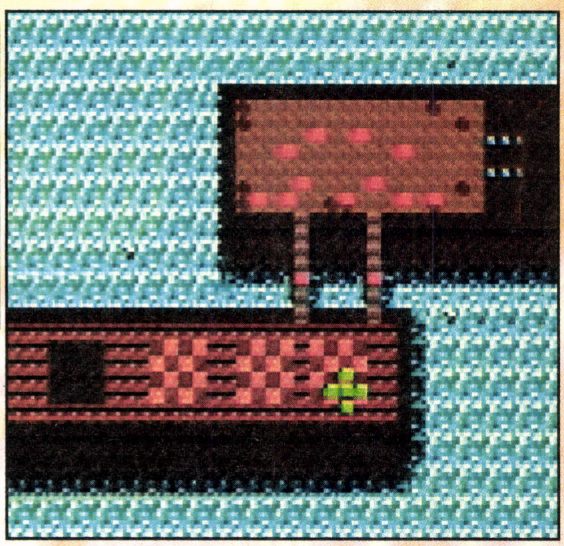
The Forest of Oblivion is the next place highlighted. Even though in the end it is a bust and there is nothing you can really do with the crystal, it is a great place to gain experience, and you meet some of the new enemies you will be fighting. The key to beating this battle is to fight in spread-out groups, while concentrating your fire on one target at a time. Don't spread yourself too thin and don't rush. The flying creatures encountered can be a huge pain. They can cast a spell over a party member to make him/her act randomly, and sometimes they can be dangerous to the other party members. If possible, take the flying creatures out first with your archer(s). Don't sell the other goblin-like creatures short, though. If they cast their strength spell on themselves and then attack, you will take very large amounts of damage. Be sure to collect all the treasure chests, because you will find the D-Knife, PacoPaco and the Black Orb in them. All of these are useful items, so don't sell them.

OPEN SEA BATTLE

Max no. of party members allowed: 5

No. of enemies: 13





After visiting many towns, you will hear gossip about the pirate attacks occurring in Midy. Once you enter Midy, go to the southern part of town and talk to the barkeep. He will offer you an award for defeating the pirates. If you accept, you will be shipped off to a battle with the pirate captain and her crew. The easiest way to win this battle is to move to right plank and set up there. One troop might get one attack in, but don't worry about them because after the first round passes, the captain will come in range of your weapons. Focus all the attacks on her. Once she's defeated, the battle will end. Facing defeat, she tries to escape. Stowaway on her ship because the destination is a small island in the middle of nowhere. From here, you will have to follow the captain into the forest for another battle.

Build it.
And they will come.
Then you can kill them.



Critically acclaimed by everyone and their grandmother. Maybe it's the cool 3D characters or texture-mapped backgrounds. Maybe not.



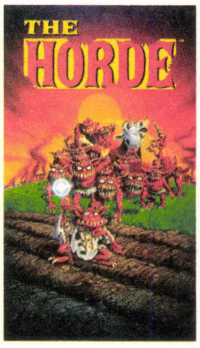


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(*Game Pro* 3DO™ review.)



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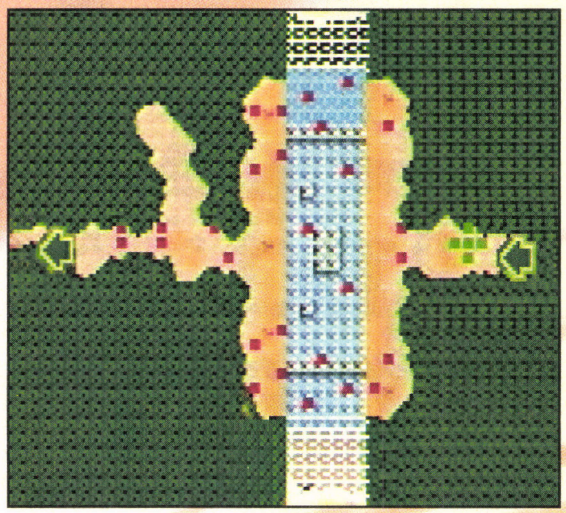
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SAMOSA ISLAND

Max no. of party members allowed: 5

No. of enemies: 24+





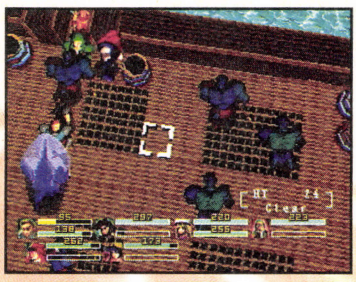


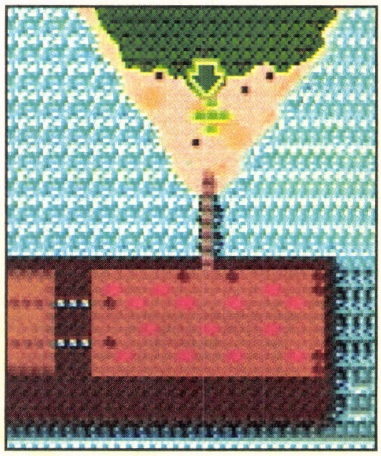
This is one tough battle. You may have to try this battle numerous times before finally being able to get past it. A pretty good strategy to use is eliminate all the original enemies at the start of the battle. Once they are destroyed, go south and stop at the bridge. Allow the enemies to charge onto the bridge but watch your guy who is blocking their way, because he will become their prime target. Once they are on the bridge, have one of your archers start shooting the straight arrow shot clear through all of them while your fighters sit there and pummel them from their positions. When the tan-colored baddies become invisible, they will be invulnerable to all forms of attack except magic. Freezing spells work well against them, and also have the chance of freezing them in the spot where they are standing. Once you get to the rocks have Raiko use his Mystic Strike against them to do large amounts of damage to them. Ferral's spear attacks work well to but not as well as Raiko's Mystic Strike. If Raiko has died or you want to get the job done even faster, have some people start casting spells on the rocks. That seems to work well also. Only remove one rock from each set, then rush a character through the two sets to finish the battle. Once you beat this battle and go through the cinema, you will get Fiona as a character.

ANCHOR POINT OF GARUDA

Max no. of party members allowed: 7

No. of enemies: 14





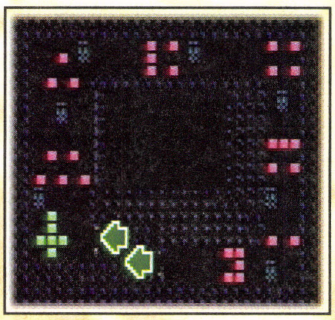
A good way to finish this battle is to get all your fighters onto the plank. (Remember to check your fighters' techniques list to make sure that all the techniques are up to date.) Move them up close to the ship but not so close that the baddies start attacking. If they do start attacking, you will have to take out the spearmen quickly, because they can throw spears clear through your line of fighters. This causes major damage and can slow down your advance dramatically. Once you get on the ship, spread so that the spearmen have a harder time and have to target individual fighters instead of a mass-kill attack. Watch out for those archers, because they can attack from long distances. The best way to handle them is to attack up close. Once you win this battle, go back to Ortomo. Don't forget to talk to the barkeep for a nice reward. You will now have the ship and will be able to go back to this island any time you want.

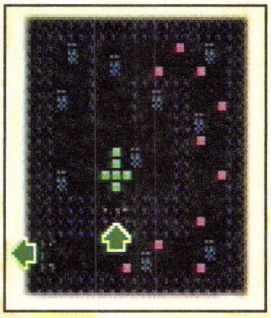
MULDIV TOWER LEVELS 1 + 2

Max no. of party members allowed: 5

No. of enemies: 38







If you went to the Samosa Island before you came here, this place should be a breeze if you're equipped with the weapons you received from there. If not, you will have to depend on magic heavily in order to get through. Assuming you went to the island, you should use Raiko and Ferral in the forefront. Raiko's Mystic Strike will do massive damage and will kill most enemies in one hit. Ferral's spear is equally as powerful. Magic can also be used effectively against the ghosts and the poltergeists. When you reach the top floor, simply walk into the circle in order to leave the level quickly. Once you get outside you will meet Zereth, the legendary sorcerer who lives in the tower. He will join your party if you go to the caves with him. He is a strong magician and will be a great addition to your party.

Screw the Prime Directive. If it's on radar, it's toast.





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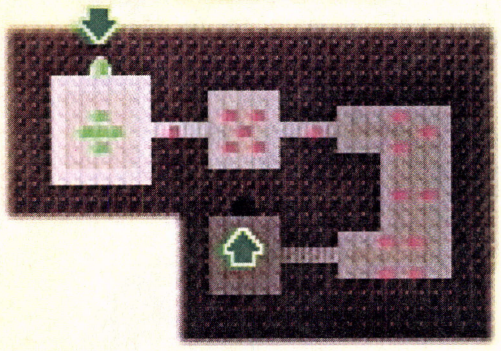
ANCIENT RUINS BASEMENT 1, 2, 3

Max no. of party members allowed: 5

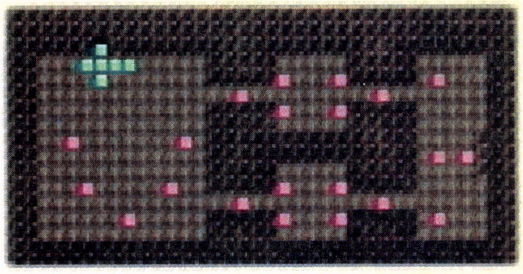
No. of enemies: 51

In this dungeon, you will be facing many difficult creatures, like the flying creature that can make itself invisible. When it does this, all you can do is use magic on him like you did with the island baddies. The start of each basement level will be the hardest part of the area. In the first level, you will have to face about four enemies right from the start in the first passage, the fifth will follow quickly. You will then face the remaining baddies in the open space on the right (left map). The second level is where you will face your hardest opponent: Helius, one of Lord Bane's five leaders. He is tough with 3,500 hit points! Try not to surround him; instead, use your strong, long-range attacks and magic to whittle him down. Keep your fighters healthy because two strikes can kill the standard fighter. Once you kill him, his troops will surrender. The last level is just a free-for-all, so wait by the passages and fight off the baddies.

BASEMENT LEVEL 1



BASEMENT LEVEL 3

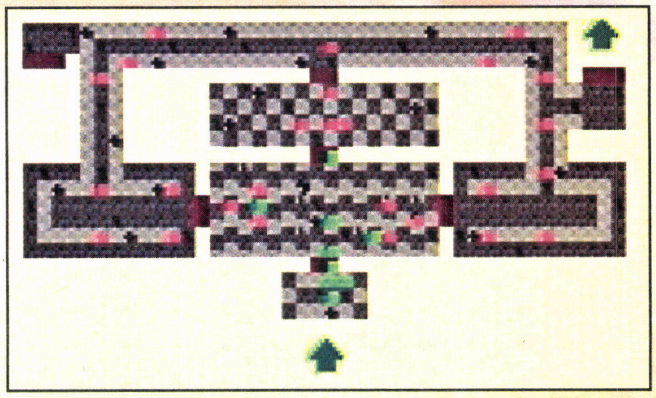


DRAGOON CASTLE LEVELS 1 & 2

Max no. of party members allowed: 5

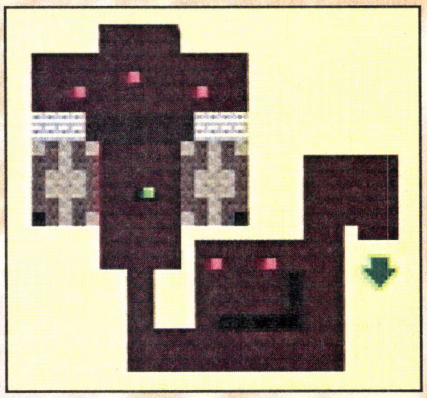
No. of enemies: 35





In Dragoon Castle where you will meet the eleventh member of your growing army: Ashe—a knight of the Country of Dragoon who has the unique power of morphing into a dragon for more powers and a greater hit-point capacity. When you start this level, don't worry about the other knights and the soldiers, because they will go and do their own thing. Focus on clearing out the immediate room you start in. You can't retreat from this battle, so be very patient and attack aggressively whenever you get in range of an enemy. Be very quick to use a holy-cure technique on a troop that has become confused by the enemy. If left confused, whomever it is can cause significant damage to your party and could even kill some of your fighters. Use a gang-up method to take out the baddies as you move from room to room. Once you are ready, simply go to the stairs and let the cinema go. One thing to remember when you have to deliver the water is that no matter how many times you lose all the water, she will keep giving you more. Use this to your advantage when trying to get those chests on the second floor. Once you get to the first floor head south, draw the guard from his position and drag him all the way to the lower part of the eastern wall. Once there, move as far to the west as you can and he won't be able to touch you. Quickly move west until you reach the next guard. Use the same technique on the remaining two guards. You should be hit only once when you are heading up the hallway. Once you get past that last guard, go around to the staircase and head down. When you get to the lower level get the treasure chest and then talk to the guard. When you are fighting Selene, take out the guards on the bottom because they will cause you a lot of grief if they are left alive. Once they are dead, attack the archers, and don't worry about Selene right away unless your troops are pretty weak. If you let the archers stay alive, they will cause more grief than the soldiers. Selene is not much of a problem, because she focuses almost entirely on magic. If you bring in your magic-resistant characters, you have very little to worry about. She also has the lowest amount of hit points of any of the leaders (1600). After you defeat her and go through the cinema with Ashe, run into the town to buy some new weapons and armor. Don't be afraid to go into the forests to build some levels.





THE WORD IS OUT





THE FINAL EDITION

The waiting is over. Tecmo Super Bowl III, The Final Edition is here! And, according to *Nintendo Power* magazine, " . . . it looks like a winner." Word on the street is that this could well be the best football game – maybe even the best *sports* game – to ever come down the pike.

WANT REAL ACTION?

Just get a load of these features: ■ New Free Agency System ■ Real NFL players, with photos ■ New NFL expansion teams, Carolina and Jacksonville ■ New Power-up Cinema Screens ■ New player rosters ■ New game schedules ■ New plays ■ New player moves ■ New field patterns, and ■ New sound effects.

WANT SUPER REAL ACTION?

Then check out Tecmo's new and exclusive, unique Superstar feature. Can't find the player you need in the free agency market? Well, with Tecmo Super Bowl III you can **create your own superstar!** Then watch him mature and improve over the season into the future. Awesome.

BUT, A WORD – OR WORDS – OF WARNING

Gamers have been reserving their copies of Tecmo Super Bowl III for a couple of months now, and the response has been tremendous. Which means that when this hits the shelves, demand will be strong and supplies may well be limited. So, if you don't want to hear "Sorry, we're out," better move NOW to get yours. You don't want to miss goin' to the Super Bowl, do you?

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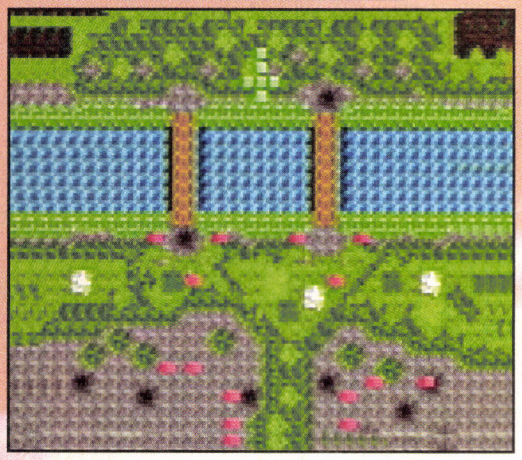
KIDS TO ADULTS AGES 6+

SIBONE, THE RIVER'S EDGE AND THE PALACE

Max no. of party members allowed: 6

No. of enemies: 19

This battle is pretty straightforward: To gather the last of the 11 warriors, you must travel to the city of Sibone where you will meet the famous Phantom Hawk. The city is guarded by a force of chargers and archers on raised terrain that only certain characters can climb. The key to getting the archers is to draw them in, then take them out with ranged attacks. Although you may want to use Katzhai to fly over the raised terrain, remember that he has a weakness to arrows and can be taken down with about one shot! Once you get into the town, talk to the bartender, then go to the billboard and read it. Travel back to the bartender again and talk to him about the Hawk. Go back to the billboard and read it again, then go back to the tavern and talk to the bartender one last time. He will leave a message for you for the Hawk. Leave the tavern, read the billboard then leave the town. Save the game then go back into the town. Read the billboard to find out that the Hawk will meet you by the river. Select a party then fight the four simple guards to meet the Hawk. Go into the palace and rescue him from an onslaught by 14 other troopers, including a powerful sorcerer type that casts lightning bolts and sleep spells, a knight class warrior with strong sword attacks and a grunt soldier with the ground-lock ability and throwing stars. Watch out for those grunts and the sorcerers because they hold a huge threat. If they can ground lock you or put you to sleep, you could find yourself at a great disadvantage.

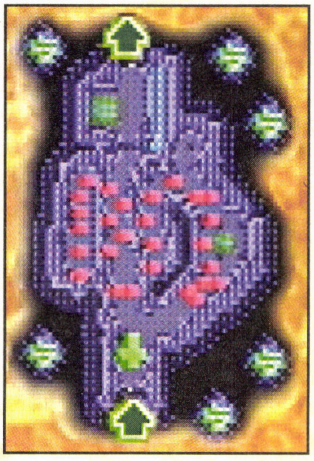


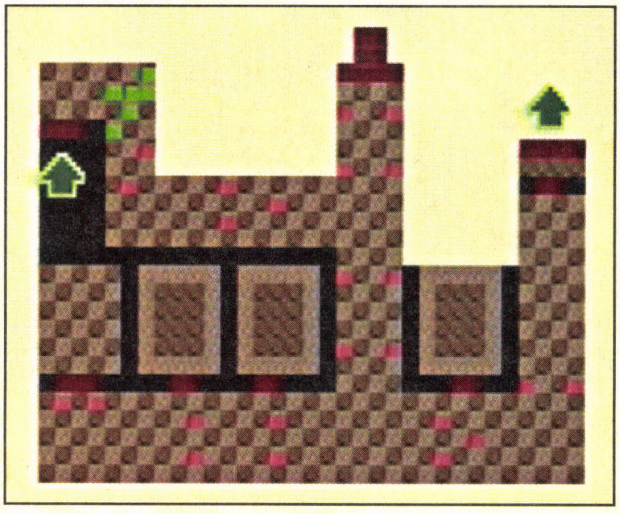


GROTTO CAVE AND QUEENSLAND CASTLE

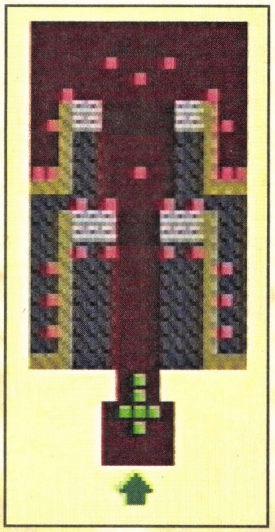
Max no. of party members allowed: 6

No. of enemies: MANY!





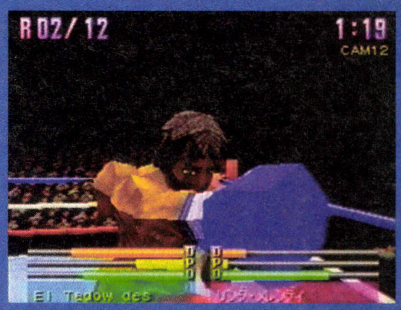
The Grotto Cave is the beginning of one of the longest battles in the game. At the start of the Grotto Cave, you will have to move to your right and destroy several rocks in order to reach the switch and move the barrier for the northern passage. Keep Vargass in the back so that he does not get killed. Fight your way through the rocks and enemies behind the rocks, then collect the treasure and hit the switch. Backtrack and fight your way through the baddies to get to the door. Once you are through the door, you will have to fight off another group of enemies. In order to finish the battle quickly, all you have to do is fight off the first three baddies then charge forward and destroy the worm-like creature. This will end the battle and you will have to rush to the door. Be sure to collect the treasure chests as you go along. When you are in the dungeon of Queensland Castle, you will have to be quick, but keep your healers nearby and watch your fighter's health level. Battle your way through the soldiers and don't worry about health when you are getting close to the door, because when you get to the upper level, your energy will be revived. Watch out for those magicians and sorcerers; they can cause mass amounts of damage to your party, so spread out or use your magic-resistant people to attack them. To stop reinforcements from coming, you can set up a fighter on the square that all the reinforcements are coming from. Don't forget to collect the treasure from the chests after you have stopped the reinforcements. When you get to the top level where you will fight Juza and Lord Bane, you will have to group your characters carefully. Your biggest worry will come from the archers. If you can't take them out in one hit, then you may have a very tough battle ahead of you. Don't forget that Vargass and Saura both have raise-dead spells, so you can raise two dead guys, but use this sparingly like on two of your best characters. Surrounding Juza works pretty well as most of his attacks are one on one. Once he is defeated, it will give you a little time to regroup and heal. Once again take out the archers before attempting to fight Lord Bane. Attack Lord Bane from a distance because he has many group attacks. Heal constantly! Two hits from any of Lord Bane's attacks can usually kill. Once defeated, you will find that your quest is not yet over.



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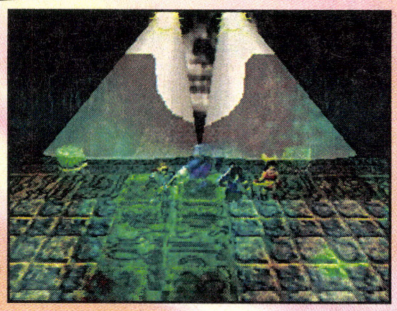
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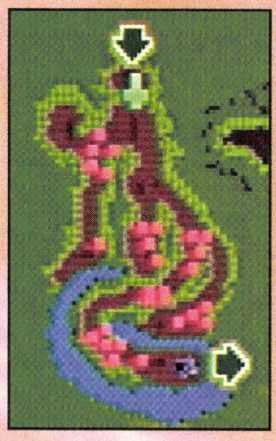
SEGA SATURN

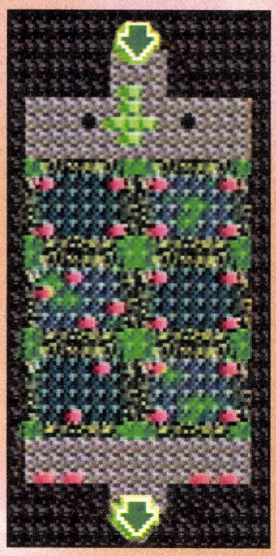
INGRESS FOREST AND THE MOUND

Max no. of party members allowed: 6

No. of enemies: 54







As you start this battle, Galford rushes into the forest without you and you get split up. Remember this because when you start the battle itself, you won't be able to choose him as a party member. Fight your way through the baddies to the cave at the bottom of the screen. Don't forget to collect the treasure chests as you go along. One problem that you will face when you get into the mound is that your fighters are not renewed. The hit points and mind points are not restored at all. (Keep that in mind when going through the first part of Ingress Forest.) Once in the mound, you will have to hit all the switches you can, but don't hit the first one on the first platform on the right, because it will lower the right-hand, bottom platform. Move to the exit to end the battle. After that, you will have to use Galford to get through a forest with some faerie voice calling you the whole way. If you get confused (which can happen quickly) the correct way to get through is: from the start Up, Right, Right, Down, Down, Right, Up. This will end your maze problems and you will meet the faerie and end the battle. Don't forget to grab the treasure as you go through the maze.

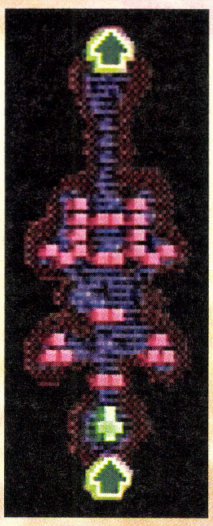
DIMENSION DOOR

Max no. of party members allowed: 6

No. of enemies: 26+





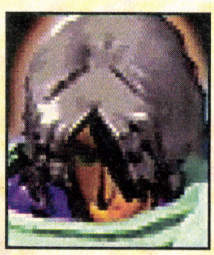


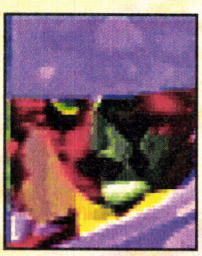
For this battle you will have to include some of your most powerful fighters in order to get through. There is not much to getting through—it is simply a brute match. Make sure to use your ninja fighter(s) to toss the rocks and place them over the reinforcement symbols. If this is not taken care of, the enemies can—and will—keep pouring out of them. This can make for some pretty ugly situations. One thing to watch out for is that all the attacks of the enemies are group-affecting attacks, which can cause some big problems. Your biggest problem will be the dragons you face, because they will fire a death flame. If they connect, it will cause *big* damage. This kind of damage cannot be taken lightly and either must be healed quickly or the wounded fighter must fall back until the dragon is finished off.

FINAL BATTLES

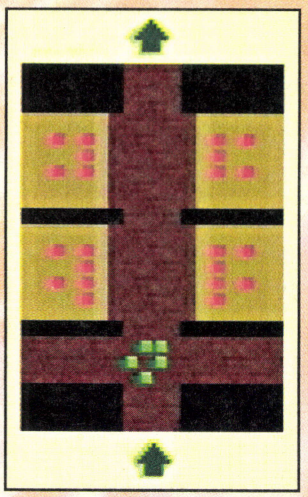
Max no. of party members allowed: 6

No. of enemies: TONS!





Well, you made it this far—congratulations! Before you start taking your bows, though, be prepared for one of the toughest series of battles you will face. (Be sure to save your game before entering Bane's castle.) Right when you start you will lose Aragon to the spirit of his mother. Don't worry, he'll be back later. A good way to beat the soldiers in the rooms is to take an archer and back him/her against the south wall. From there fire straight shots. The only problem you'll have for the bottom rooms is the fact that the sword wielding creatures can attack you with spells and the plant-like creatures can use their judgment spells against you. To counter the judgment plants, move forward and attack them while there is still a group. You may take some damage but you will probably take the creature out or it will kill itself or another fighter the next round. The second level is a brawl match. At the end you will meet Zereth who is really Ceresa. Same as any Bosses, simply keep attacking until she is dead.



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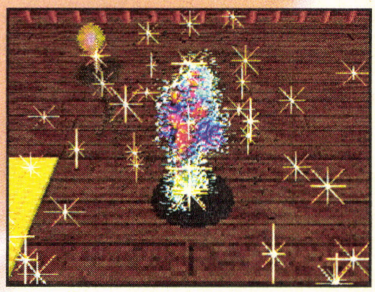
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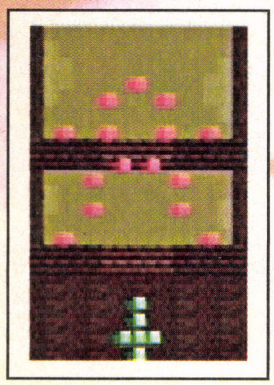


After the successful defeat of "The Invincible Ciresa" you will have to go back and have Aragon work through a puzzle in order to talk with his mother. This puzzle can be very confusing because you can only move ahead in the puzzle if you move in the right direction through a maze. If you go in the wrong direction you will be teleported back to the beginning of the puzzle to start all over again! The correct path through the maze is from the beginning Up, Left, Right, Left, Left, Up, Left, Up, Right, Right, Up, Left, Up. This will get Aragon safely through the maze where he will meet his mother. As the cinema progresses, he will receive his father's sword and two other treasures. Remember, when you get these things they are not equipped. They are still in your inventory.

After Aragon's puzzle he will be teleported back to the others and they will have to face four of the leaders of Bane's army. You will have to face Juza, Caliban, Helius and Selena. This time that you face them, though, it will be a lot easier. Gang up on each Boss in turn and they will fall in one or two rounds each. Watch out for Caliban's strength spell. Once he strengthens himself, he is quite a force to be reckoned with. After each defeat, the enemy will explode into nothing. When all four are defeated you will have to face Lord Bane himself. He is in a lower level and surrounded by soldiers.





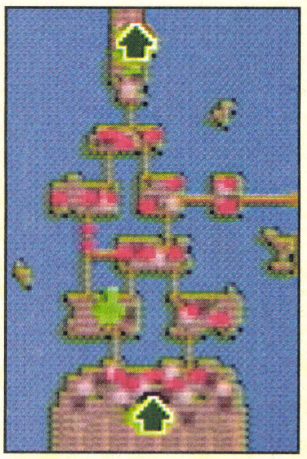


After finishing the rooftop battle, you will go to Lord Bane's chamber and fight him again. He is surrounded by 14 creatures that are pretty well versed in magic. To destroy a lot of them in the first couple of rounds, have everyone use the defense technique of magic drain. This will make every one of their attacks miss. Once they are all grouped around you, strike out and take them out quickly. Move up and take out the rest of the soldiers. Once you move close enough to Bane, you will trigger a cinema and he will come and fight you. Use the same techniques that you used to beat him before in order to win. This time around it will be much easier but watch your characters' health and heal them as quickly as possible. After that, you will escape into the courtyard for another battle. In this battle simply run and have one of your characters touch a crystal. This ends the battle.

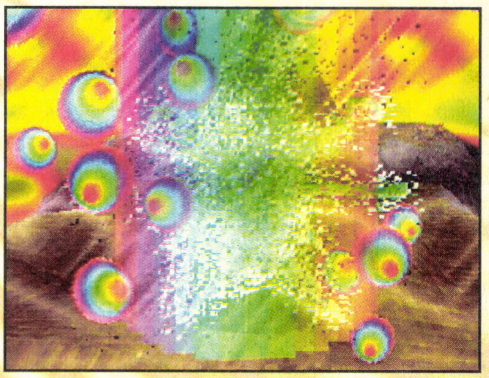


Run to the northernmost end of the map to end the battle. Unfortunately, there are several baddies in the area that are blocking your way. Another bad thing is that new baddies are constantly coming as reinforcements from the southern edge of the screen. From the start position, have two fighters go north on the east side and take out the two fighters right there. Have the rest of the group start moving north on the west bridge. Watch out, though! The ninja-like enemies will use a confusing technique on your group. If any of your fighters gets confused, it can mean big problems for you. After your fighters take out the two fighters on the east land mass, have them go back to the bridge that your other fighters are going down. Have the rest of your party continue down the bridge and keep following all the bridges that lead north. Plow through the guys and meet the faerie. The faerie says that there are big problems with Chaos. She will transport you to there in order to fight him where you will meet up with the rest of your group. You will have to choose a new party to fight Chaos.





The final battle will be against Ceresa and Rastigan/Chaos. Select your strongest fighters in order to win this battle because you will fight the ninja-type characters from before exclusively, only this time they have a new attack. They can create a slash bomb that has a wide range but low damage. Another thing is that they are constantly coming; reinforcements keep coming even when you are fighting the two Bosses. Ceresa is not too hard. Use the same technique that you used to fight him before. Rastigan/Chaos is a whole other matter, though, because his attacks are tremendously powerful and can kill with one (maybe two) hits if you're lucky. Try to keep your healers close enough to heal the damage as soon as it is taken. This way you are keeping your fighters in prime condition to take the risks necessary in order to beat him. Don't waste time using magic unless he is using his reflect technique. After 9,000 hit points of damage, he will explode in a colorful blast. This is the end of Chaos. Enjoy the ending.



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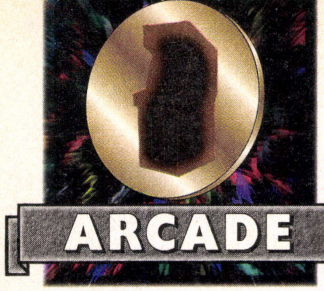
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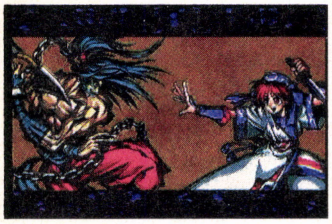
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STRATEGY TALK

You either love SNK fighting games because they are entirely different or hate them for the same reason. Samurai Spirits (SSII in the States) was impressive in tons of ways, however Shodown III rends part two limb from limb! There are so many new options that it's hard to list them all! The best feature is that you can pick to be good or evil, and your character will be different depending on which you pick. *—Mark Hain*





The animations are totally different in SSIII.

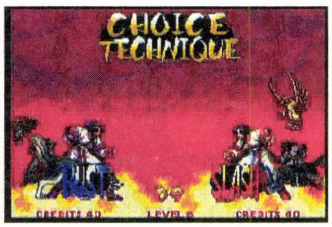


There are plenty of new guys including the Boss from SSII!



Chivalry Vs. Treachery



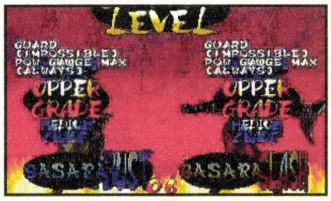


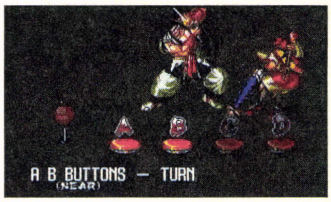
There have always been palette-swapped characters, a necessity to tell characters apart when fighting character vs. character. However, SNK has gone even further with this idea. Each character has a good and evil persona, which may have different weapons or animal helpers depending on who the player picks!

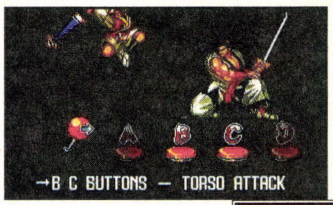




New Tactics & Attacks







There are so many new features with Samurai III that it's hard to know where to begin. The three classes to start as are simple: Upper makes it really hard to block, however your POW meter is always charged. Middle is a normal game. Beginner gives you five-hit auto blocking. You can also run "through" someone to attack his/her backside. Also, it is now possible to break through someone's defenses, making it much more difficult to play defensively. Last of all, you can block in mid air and jump off of an impact hit. These are a few of the new strategies.



Kyrokou's Story

There were a few tricks in Samurai II, including the doll code and playing as one of the black-robed judges. It is unknown what tricks made it to SSIII. However, you will at least be able to play against the infamous judge, Kyrokou. (See the last page for details.)

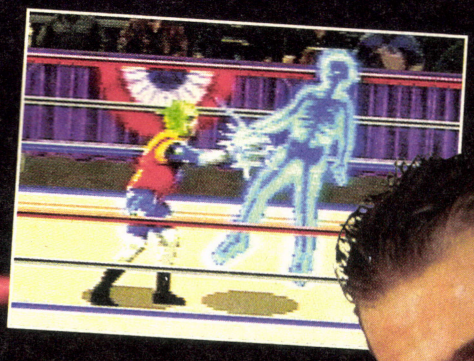


Note: All moves were performed on a prototype machine and are subject to change.

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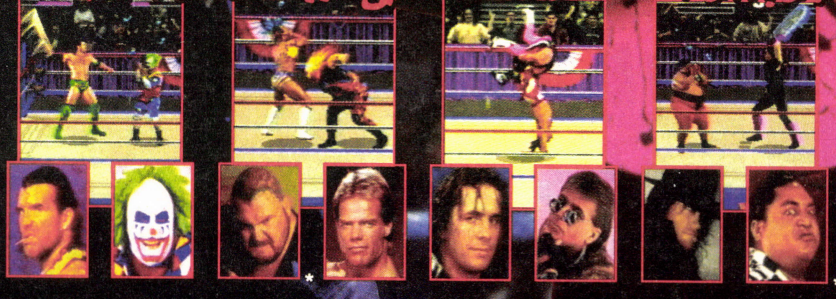
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* Bam Bam Bigelow and Yokozuna are not on Super Nes.

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CHIVALRY



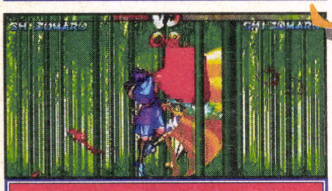
DOWNPOUR THRUST
►◄◣◢►◄ + SLASH



CROSSCURRENT SLICER
►◢◣◤ + SLASH



HAIL FIRE
►◄◣◢►◄ + A



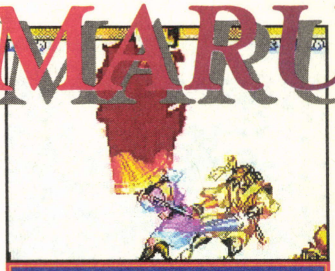
WINDSHEAR SLICE
◄◣◢ + SLASH







CHIVALRY POWER
►◄◢◣◤►◄ + AD



TREACHERY POWER
◄◢◣◤► X2 CD

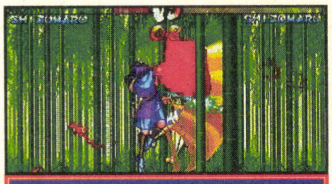
TREACHERY



RAINS OF TIME
DURING JUMP ◣ + C



DEADLY DRIZZLE
DURING JUMP ◣ + C



WINDSHEAR SLICE
◄◣◢ + SLASH



MIST BLAST
◣◤► + SLASH

SHIZUMARU

CHIVALRY



KAMUI SHTOKKE
◣◢◄► + C



KONRIL MYU
◄◢◣ + A



LUPU QUALL
◣◤► + SLASH

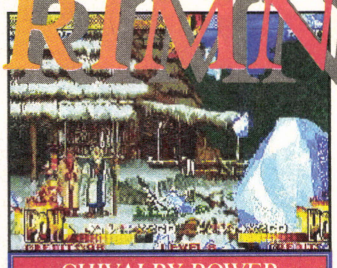


KONRUL NONRIL
►◣◤ + A

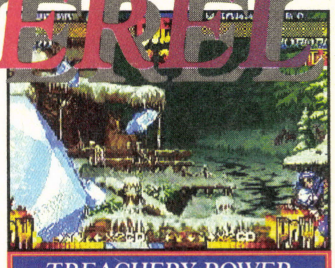








CHIVALRY POWER
►◄◣◢►◄ X2 CD



TREACHERY POWER
◄◢◣◤► X2 CD

RIMNEREL

TREACHERY



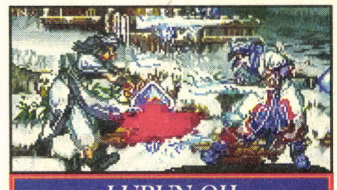
LUPU THOMUMU
► OR ◤ + AB



KONRIL SHLAYU
DURING JUMP ►◄◣◢+A



LUPU DE MU
►◄◣◢►◄ + D



LUPUN OH
HIT SLASH REPEATEDLY

Note: All moves were performed on a prototype machine and are subject to change.

VALORA VALLEY GOLF™

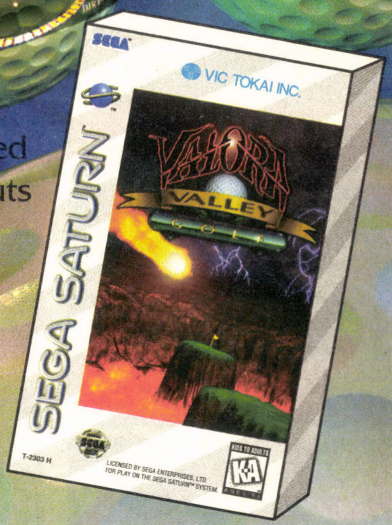
LEADERS

PRO IR	HOLE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	PAR	5	4	4	3	5	4	4	4	3	5	4	4	3	4	4	3	5	4
	Lee	1	2	3	4	4	4	5											
	MacDonald	0	1	0	0	2	3	3	3	3	4	4							
	Takahashi	1	1	1	1	1	2	2	3	3	4	4							
	Levy	1	2	3	3	2													
	YOU	4	4	4	1	4	3	3	3	1	3	2	3	3	4	4	2	4	3
	Schwartz	2	2	2	2	2	2	2											
	Robinson	0	0	0	0	1	2	2	2										
	Turner	1	2																
	Wilson	0	0	1	1	2													
	Jenkins	0	0	0	0	1	2												



Your name on the leaderboard. You have thought about it and dreamed about it. Stop dreaming. This game puts you there. And it puts you there with putts that physics cannot explain, and drives that put a real hurt on the competition, not to mention the ball.

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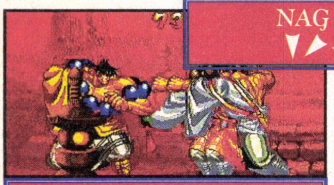
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GAIRA CAMEIN

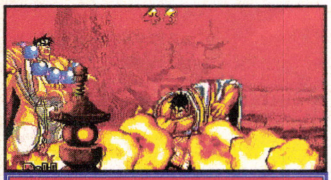
CHIVALRY



NAG BLAST
▼↗◄ + A



VICTORY RISER
►▼◥ + SLASH

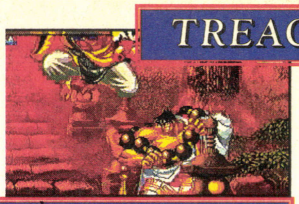


EARTHQUAKE ASSAULT
▼▼ + AB

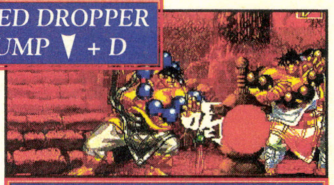


HARD HEAD GRABBER
◄▼↗ + B

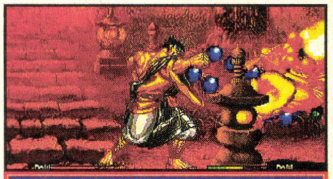
TREACHERY



ONE HUNDRED DROPPER
DURING JUMP ▼ + D



NAG BLAST
▼↗◄ + A

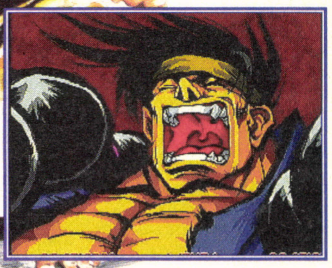


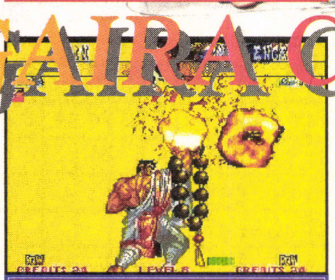
HEAVEN HEART SLICER
▼↗◄► + AB



HADES HEART SLICER
▼↗◄► + CD





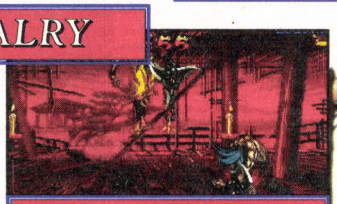


CHIVALRY POWER
◥►◥ + AD



TREACHERY POWER
▼↗◄◥↗ + AD

CHIVALRY



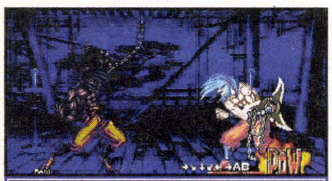
STABBING FEET
DURING JUMP ▼ + D



FRIENDLY RIP
◄↗◥◣► + A

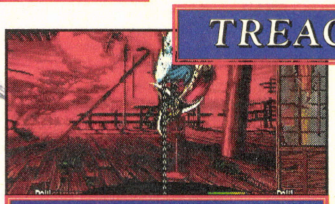


SHADOW STITCHER
►◄◥↗◄ + SLASH

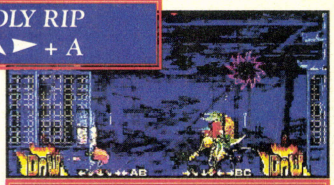


SOUL OF THE BEAST
◄◄◥↗ + C

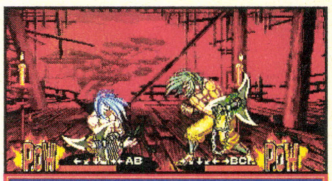
TREACHERY



FRIENDLY RIP
◄↗◥◣► + A



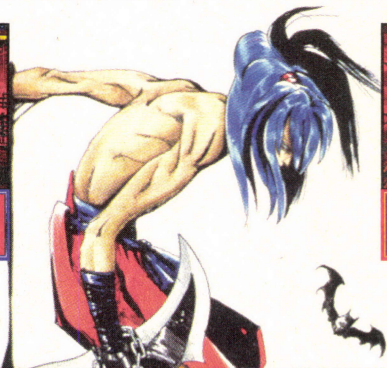
SHADOW EXIT
►↗◥◣ + SLASH

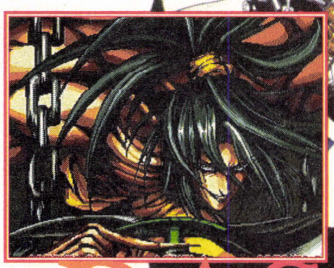


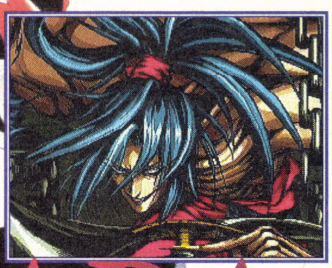
SHADOW SUCKER
▼↗◄ + D



SHADOW FEINT
►◄► + ANY BUTTON







BASARA



CHIVALRY POWER
◄↗◥◣►◄ + DC



TREACHERY POWER
◄↗◥◣►◄ + AD

Note: All moves were performed on a prototype machine and are subject to change.



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CHIVALRY



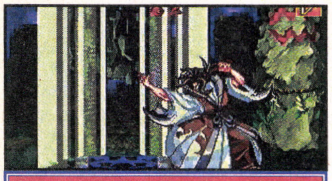
HOLY SPIRIT SLICER
↓↘→ + SLASH



DARK DESTROYER
→↘↓↙← +C JUMP,SLASH

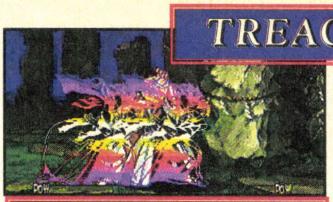


JUDGMENT BLOW
→↓↘ + C

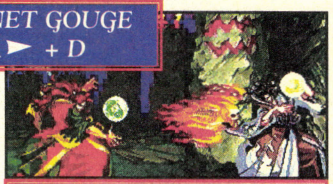


PHOENIX FLASH
←→←→ + SLASH

TREACHERY



EVIL HORNET GOUGE
←↙↓↘→ + D



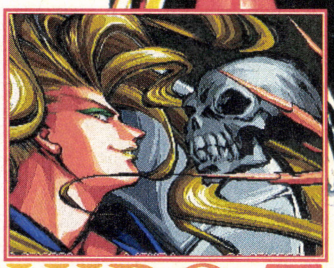
UNDERWORLD LORD BLAST
↓↘→ + SLASH

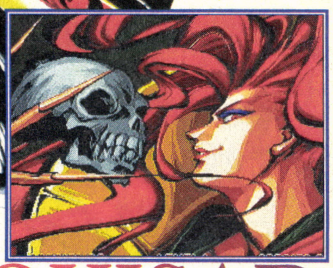


INVITATION TO EVIL
←→←→ + SLASH



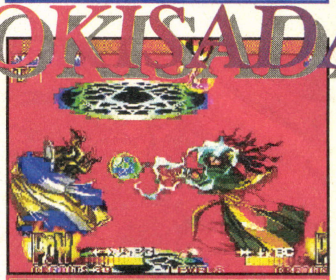
MIASMA PLASMA
←↙← + A





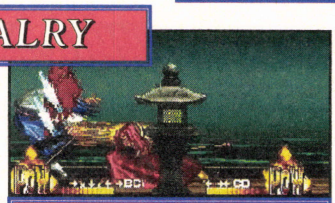


CHIVALRY POWER
←→↓↘ DO

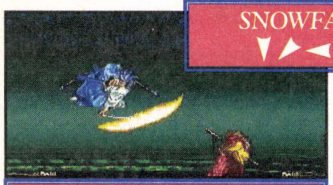


TREACHERY POWER
→←↓↙ DO

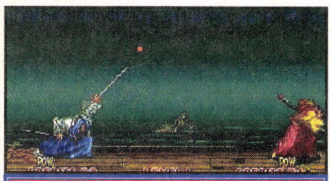
CHIVALRY



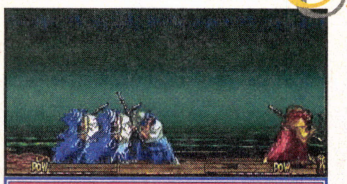
SNOWFALL SLASH
↓↙← + SLASH



SWALLOW SWIPE
DURING JUMP ↗↓↘→ + SLASH

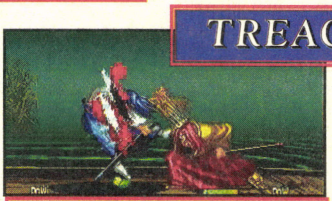


HAZE HACK
↓↘→ + SLASH

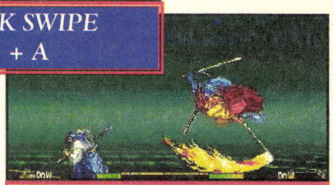


HEAVEN'S GALES
→↘↓↙← + C BRIEFLY THEN A

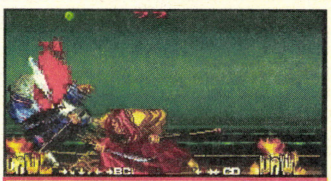
TREACHERY



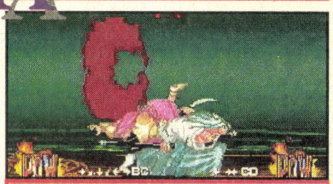
SKYLARK SWIPE
←→ + A



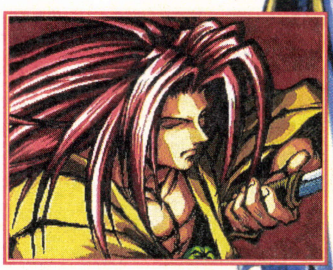
SWALLOW SWIPE
DURING JUMP ↗↓↘→ + SLASH

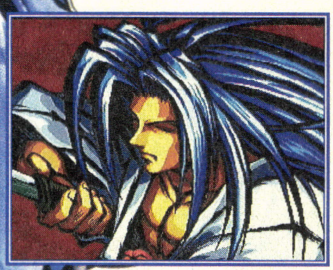


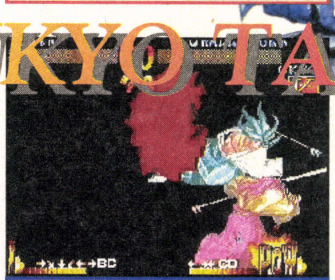
DREAM MIST
←↓↘→← + SLASH



HEAT FLASH
→↓↘ + SLASH







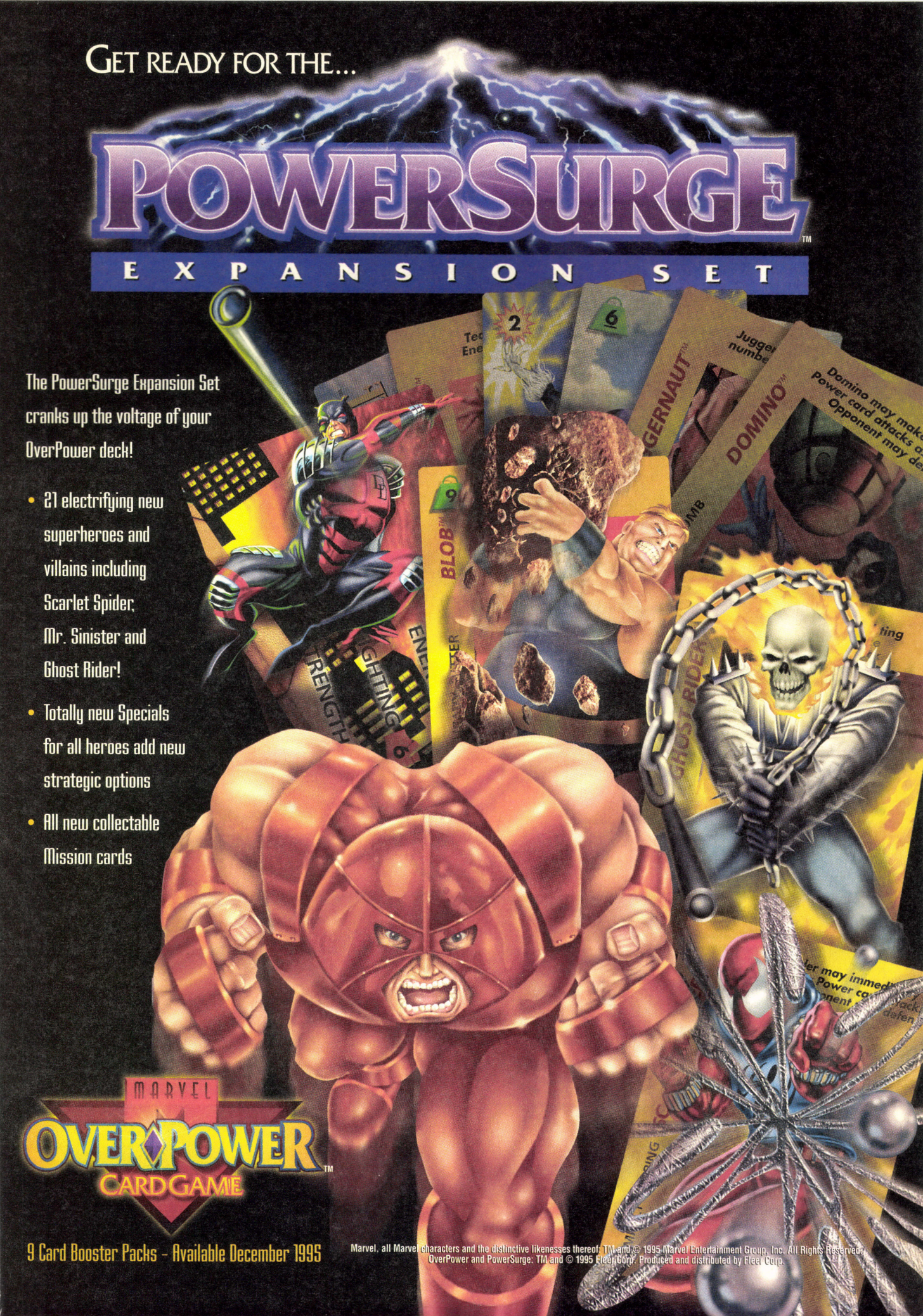
CHIVALRY POWER
→←→ CD



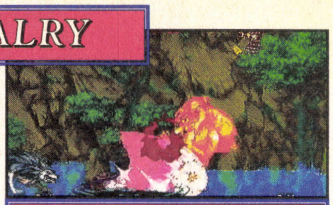
TREACHERY POWER
←↙↓↘→← DC

SHIRO TOKISADA
UKYO TACHIBANA

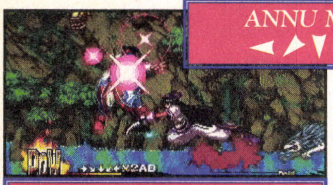
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CHIVALRY



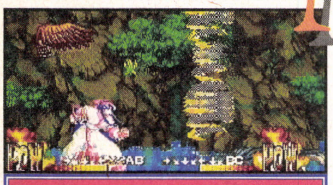
ANNU MUTSUBE
◄◢▼ + SLASH



LELA MUTSUBE
▼◣► + SLASH



KAMUI RISSE
◄▼◢ + SLASH



LELASHE
►◣▼◢◄ + A

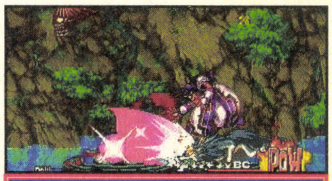
TREACHERY



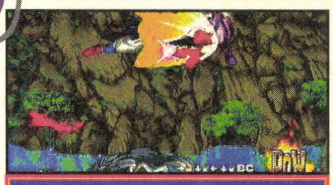
LELA O CHIKIRI
►▼◣ + D



WOLF POUNCE
▼◢◄ + D



MYU SHIKITE
◄◢▼ + C

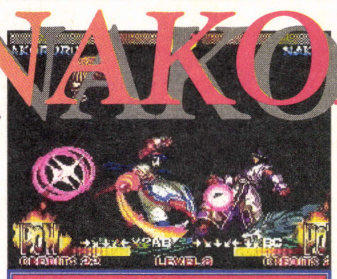


KANTO SHIKITE
▼◣► + C

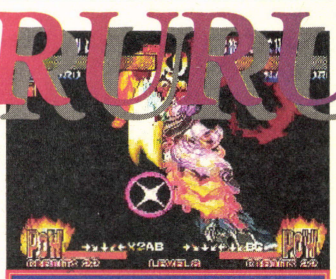








CHIVALRY POWER
◄◢▼◣►▼◣ DC



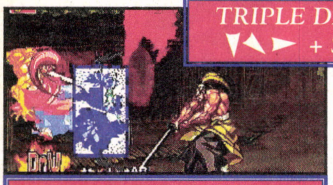
TREACHERY POWER
◄◢▼◣► X2 AD

NAKORURU

CHIVALRY



TRIPLE DEATH HACK
▼◣► + SLASH X3



CHERRY BLOSSOM SLICE
▼◢◄ + SLASH



DEATH DROPS
◄▼◢ + C



SCARLET SLASH
►◣▼ + SLASH

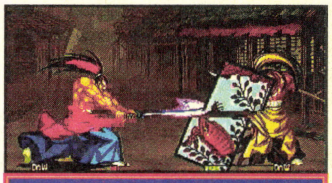
TREACHERY



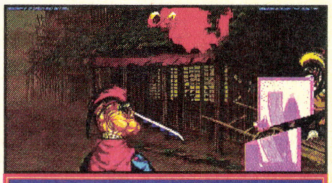
LIGHTNING WINGS
►▼◣ + SLASH



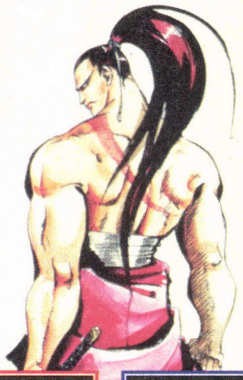
DEATH OF 100 DEMONS
►◄► + SLASH

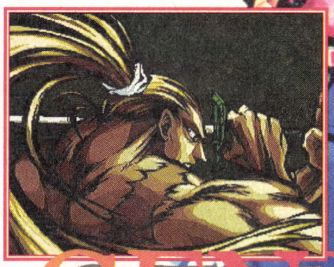


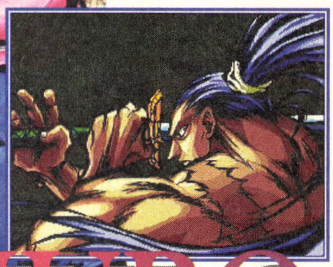
THREE HEAVENS DEATH
▼◣► + SLASH X3



PURPLE SUNSET
►◣▼ + SLASH









CHIVALRY POWER
►◄◢▼◣► CD



TREACHERY POWER
◄►◣▼◢◄ AD

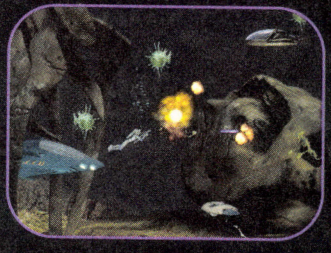
GENJURO

Note: All moves were performed on a prototype machine and are subject to change.

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CHIVALRY



CYCLONE SLASH
↓↘→ + SLASH



CRESCENT MOON SLASH
→↗↑↖ + SLASH



EARTHQUAKE SLICE
←↓↗ + SLASH



FLYING CYCLONE SLASH
DURING JUMP ↓↘→ + SLASH

TREACHERY



CYCLONE HOMICIDE SLASH
↓↘→ + SLASH



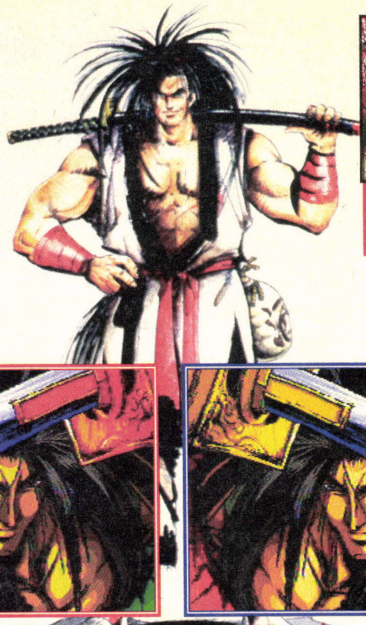
CRESCENT MOON SLASH
→↗↑↖ + SLASH



TYPHOON WAVE
↓↘→ + D



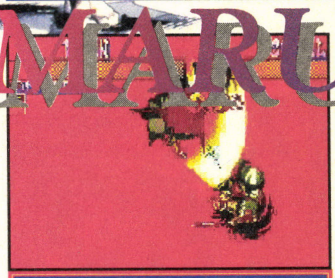
SERENE SLICE
↓↗←→ + SLASH







CHIVALRY POWER
→←↗↑↖→ CD



TREACHERY POWER
←↓↗←↓↗ + SLASH

HAOHMARU

CHIVALRY



PLASMA BLADE
↓↘→ + SLASH



ROLLING CRUSH
→↓↘ + C



RUSH DOG
↓↗← + A



REPLICA DOG
↓↗← + C

TREACHERY



PLASMA FACTOR
→ OR ↙ + AB



SHADOW COPY
→←↗↓↘→ + A OR B



STRIKING HEADS
→↓↘ + D



LIGHTNING SLASH
→↓↘ + C









CHIVALRY POWER
→↓↘↓↘→ + C



TREACHERY POWER
←→↓↘↓↘← + C

GALFORD

Note: All moves were performed on a prototype machine and are subject to change.

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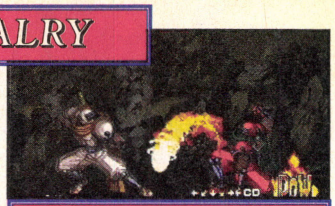
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NYR
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CHIVALRY



NINJA EXPLODING DRAGON BLAST
▼◢◄ + SLASH



NINJA BUDDHA REVERSE BLOW
WHEN HIT, AC



NINJA DEVIL REVERSE BLOW
WHEN HIT, BD



NINJA SHRIKE DASH
DURING DASH ►▼◣+CD

TREACHERY



NINJA EARTH OPENER
◄◢▼◣► + BCD



NINJA EXPLODING DRAGON BLAST
▼◢◄ + SLASH



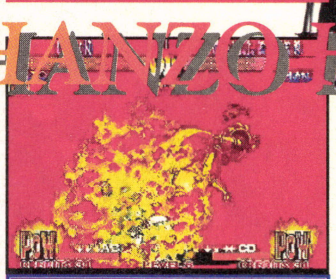
NINJA MONKEY DANCE
◄▼◢+ ANY BUTTON



NINJA EXPLODING ATOM FLASH
►▼◣ + CD







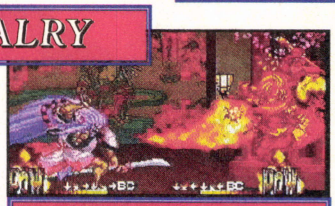
CHIVALRY POWER
►◄▼◢►◄► OD



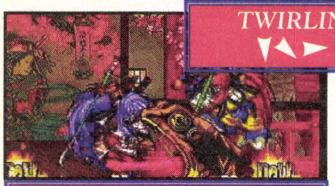
TREACHERY POWER
▼▼▼ + AD

HANZO HATTORI

CHIVALRY



TWIRLING FLAME
▼◣► + SLASH



TOAD PLAGUE
►◄◢▼◣► + AC

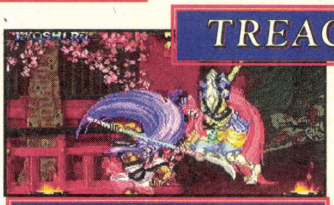


TSUNAMI CRUNCH
▼◢◄ + SLASH



SMOLDERING BLOOD POUNCE
DURING JUMP, ▼ +A

TREACHERY



TWISTING HEAVENS
►▼◣ + SLASH



EIGHT COIL SERPENT
▼◢◄▼◢◄ + C



KYOSHIRO JIG
◣►▼◣► + C



LION TAIL BLAST
►◄▼◢◄ + SLASH

CHIVALRY POWER
▼◣►▼◣► DO

TREACHERY POWER
▼◢◄▼◢◄ DO

KYOSHIRO

Note: All moves were performed on a prototype machine and are subject to change.

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PlayStation

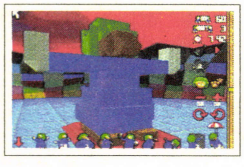
PC CD ROM

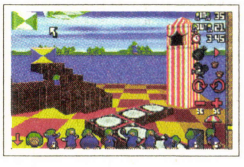


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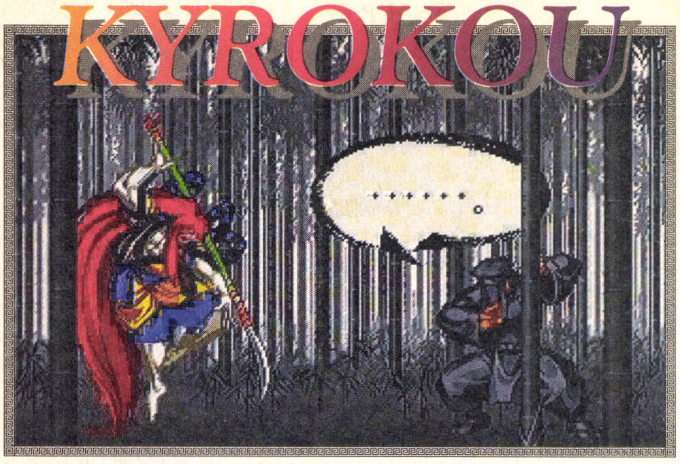
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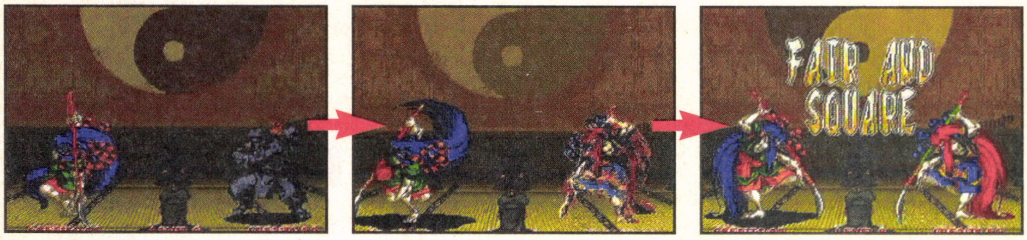
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KYROKOU



In Blades of Blood, Kyrokou acts as a mid-Boss. Right after you defeat the sixth character, he will pop out and say ".....". He no longer fights as a judge though, but morphs into whatever character you are currently playing. He's also pretty tough, and utilizes every move your character has to offer. As was said earlier in this strategy guide, it is not yet known if you will be able to play as Kyrokou. He was not playable in the arcade version of Samurai II. He was only available on the Neo•Geo CD and home systems.





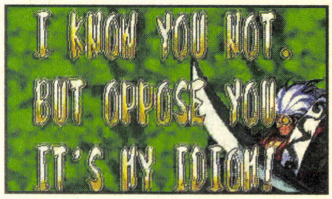


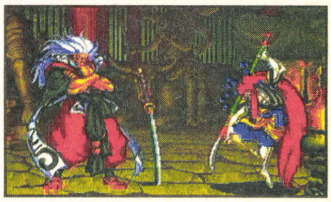
The Kyrokou transformation is one of the coolest parts!

ZANKURO MINAZUK

Not much is known about the mysterious Boss of SSIII. However, what we do know is that he is incredibly powerful, and in the traditions of SNK fighting games, he refuses to die the first time. He has hardly any special moves to speak of other than very powerful swipes with his 10-foot-tall ninja sword and a strange green energy tsunami he stomps at you. After you defeat him once, you only need to defeat him in one more round.



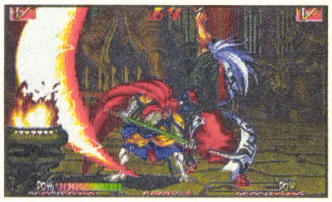


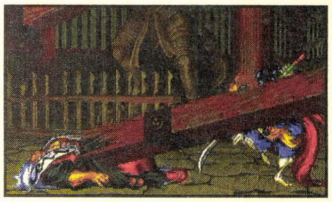
















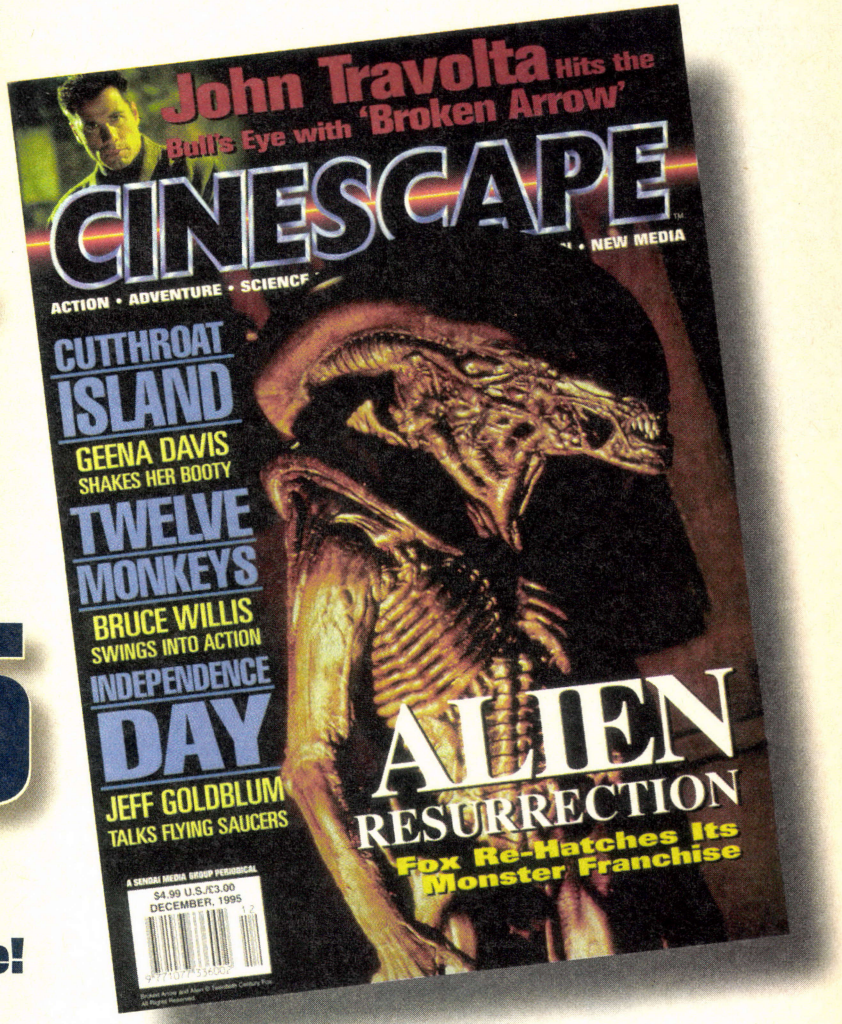
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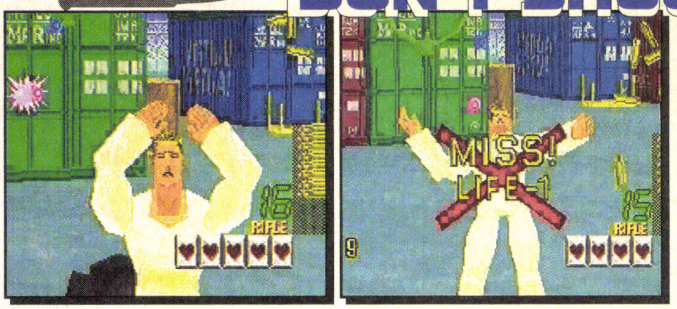
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DON'T SHOOT ME!



Get outta the way you stupid idiot! There are lots of civilians who'll pop up out of nowhere. *Careful!*

Even though the object of the game is to eliminate all of the gang members, there are several areas in each stage with innocent bystanders hiding or running about. It's very easy to shoot them, especially if you have an itchy trigger finger. Try to avoid shooting them not only because you shouldn't, but also because you lose a portion of your health.

JUSTICE SHOTS

You can score more points if you go for Justice Shots. These are shots where you aim toward the enemies' guns. You can then shoot them for another two shots!



GUNS...YESSS!!!



AUTOMATIC | MACHINE GUN | MAGNUM | RIFLE | SHOTGUN

HURT ME BABY!



There are several ways to get hurt. The obvious is to get shot by the gun-toting thugs. You can get an axe swung in your face, and they can also attack by throwing the axe and grenades. The way of getting hurt you must avoid is shooting the bystanders as explained in the above section.

VIRTUA COP



STRATEGY TALK

Bad boys, bad boys! Whatcha gonna do? Nothing much when the long arm of the law has Virtua Cop! These crime creeps are gonna get cleaned out when the law starts to butt in their business. Grab your trusty stunner and take out the thugs lurking about in the three levels of chaotic bullet fire. Find weapons hidden throughout the stages and use them against your foes. You'll need them, as the crime boss will send everyone after your butt! Wipe them out, but shoot with caution: There are also civilians around. A happy trigger finger will cost not only their lives, but part of yours, too. Now go get 'em! *—Al Manuel*





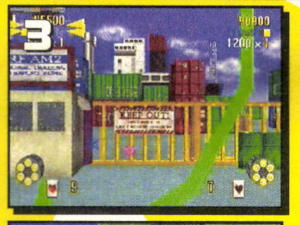
STAGE 1



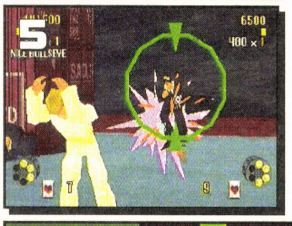


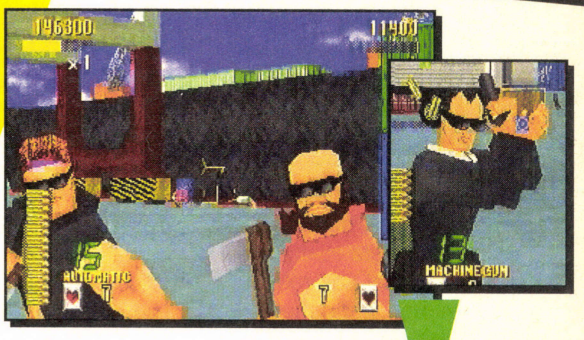
The first area to investigate is the dock warehouse district. Here you will encounter countless thugs hiding among the crates and barrels scattered throughout the level. Begin the level outside the dock at the gate and work your way around your immediate surroundings. Some of the crates nearby contain weapons hidden by the syndicate. Use them before they do.

1. The entrance to the dock is very easy, even on the hardest setting. This is the time to get acquainted with your stunner and how the targeting system works. These guys are easy pickings.
2. Bystanders are also hiding behind the barrels at the gate. What the heck are they doing there anyway? Make sure you don't shoot 'em.
3. A machine gun is hidden behind the dark door by the gate. Keep hitting the door to reveal it.
4. A truck will crash through these crates nearly missing these guys. Nobody to shoot here, unless you want to just cap 'em. Hee hee.
5. You're by the docking area with more bystanders in the crossfire. Hmm? Nah!
6. It gets a lot tougher with more guys coming out. Some appear behind others.
7. The crates in the warehouse hold many surprises. It's getting nasty now!

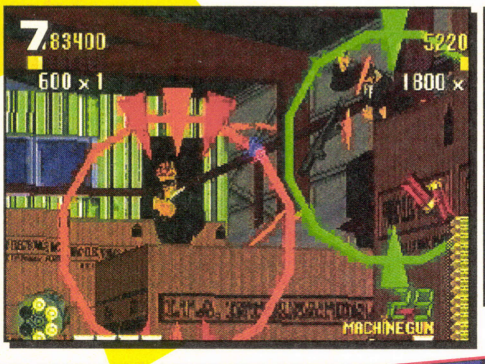








"Say hello to my little friend!"

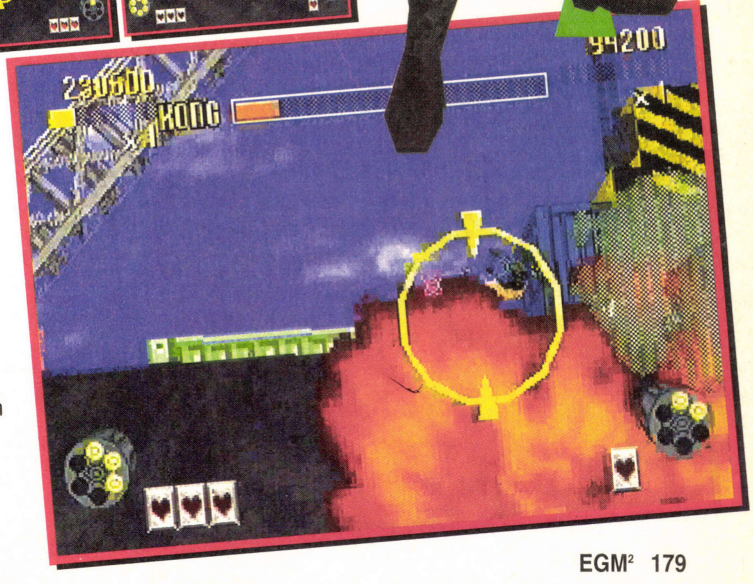






KONG

The first of the Bosses is a complete joke. First he'll shoot his mouth off saying how he's gonna "take care" of you. Do you quiver? No! You laugh in his face and plug him with all you've got! Kong is one of those Bosses you can just attack without worrying about defending yourself, because you'll hit him more than he'll hit you. Just unleash on him and he should be done in no time. He'll go down even quicker with two players. BAH HA! Joke! With his last ounce of strength he's gonna try to waste you with his little gun. POW! NEXT...

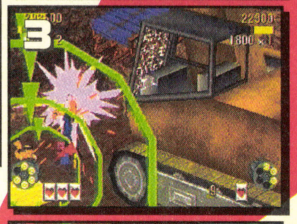


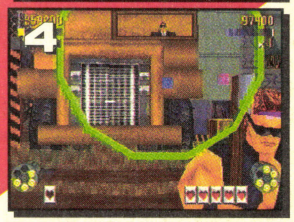
STAGE 2

Next it's on to the underground weapon storage. Things really start getting nasty here. Along with the Syndicate thugs, there are a slew of other baddies who'll throw their axes from a long distance. Plus, there are a lot more guys coming at you.



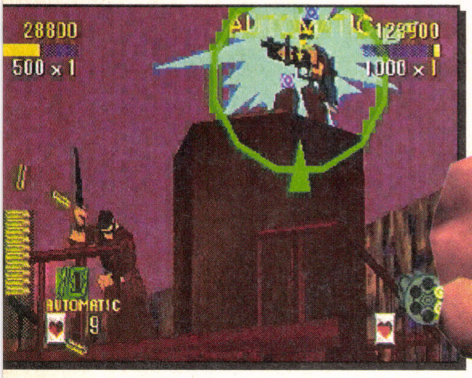




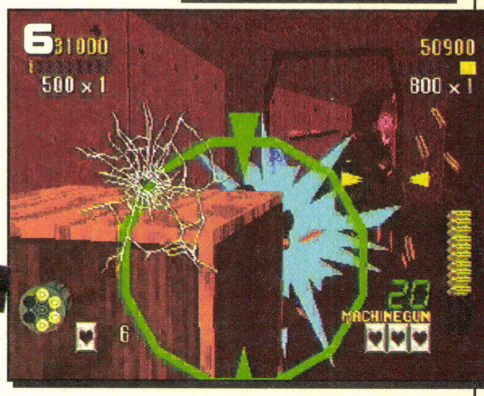




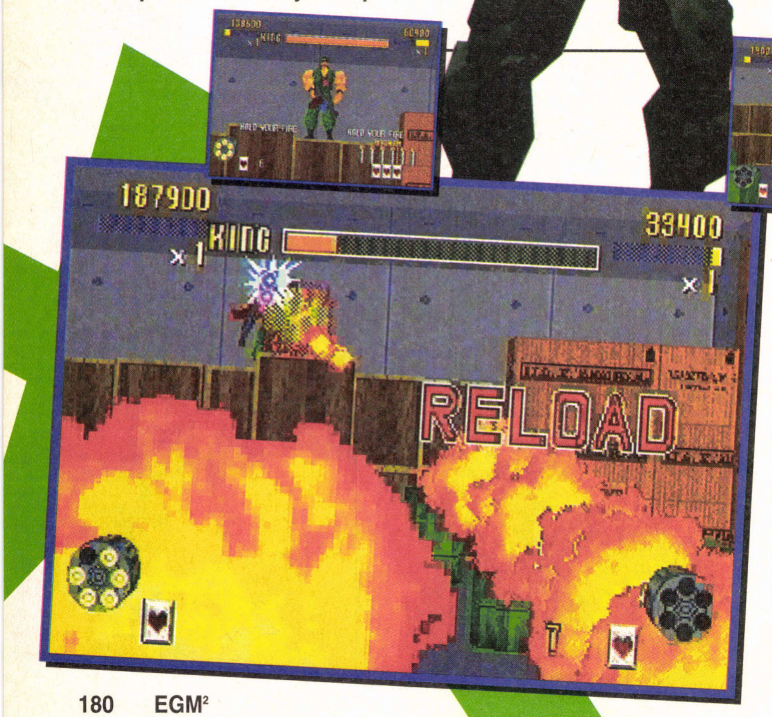
1. A truckload of hostages will drive right by you at the opening of the second stage. Take careful aim so that you don't shoot 'em, Tex.
2. Syndicate members will come at you from almost every direction, depleting your supply of bullets easily. Always make sure that you reload your weapon when there aren't any enemies around.
3. The action moves forward and to the left where you'll come across a crane with some guys just waiting to do you in. There are also about three bystanders in this area, so take it easy with the trigger.
4. Halfway into the level, a maniac tries to run you over with a bulldozer. Give him a nice "hello" between the eyes before he flattens you.
5. WHOA! HELLO! You'll get up-close and personal with a lot of these guys if you don't pay attention. Just pelt 'em before they axe you.
6. Here you are—the weapon storage facility! But before you move on, you'll have to survive a barrage of fire from armed men. Not a problem! Pelt 'em one by one as they are very stupid. Get the magnum here!

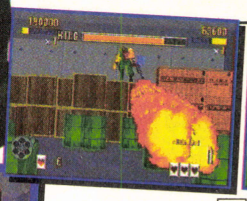


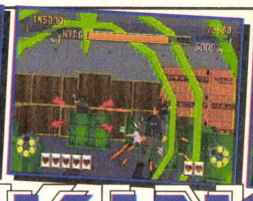
"You gotta ask yourself: Do you feel lucky, punk? Well, do ya?"

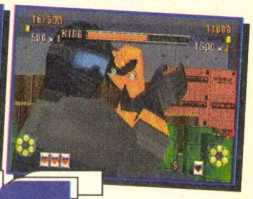


There are lots of guys you can take a weapon from after you cap 'em!



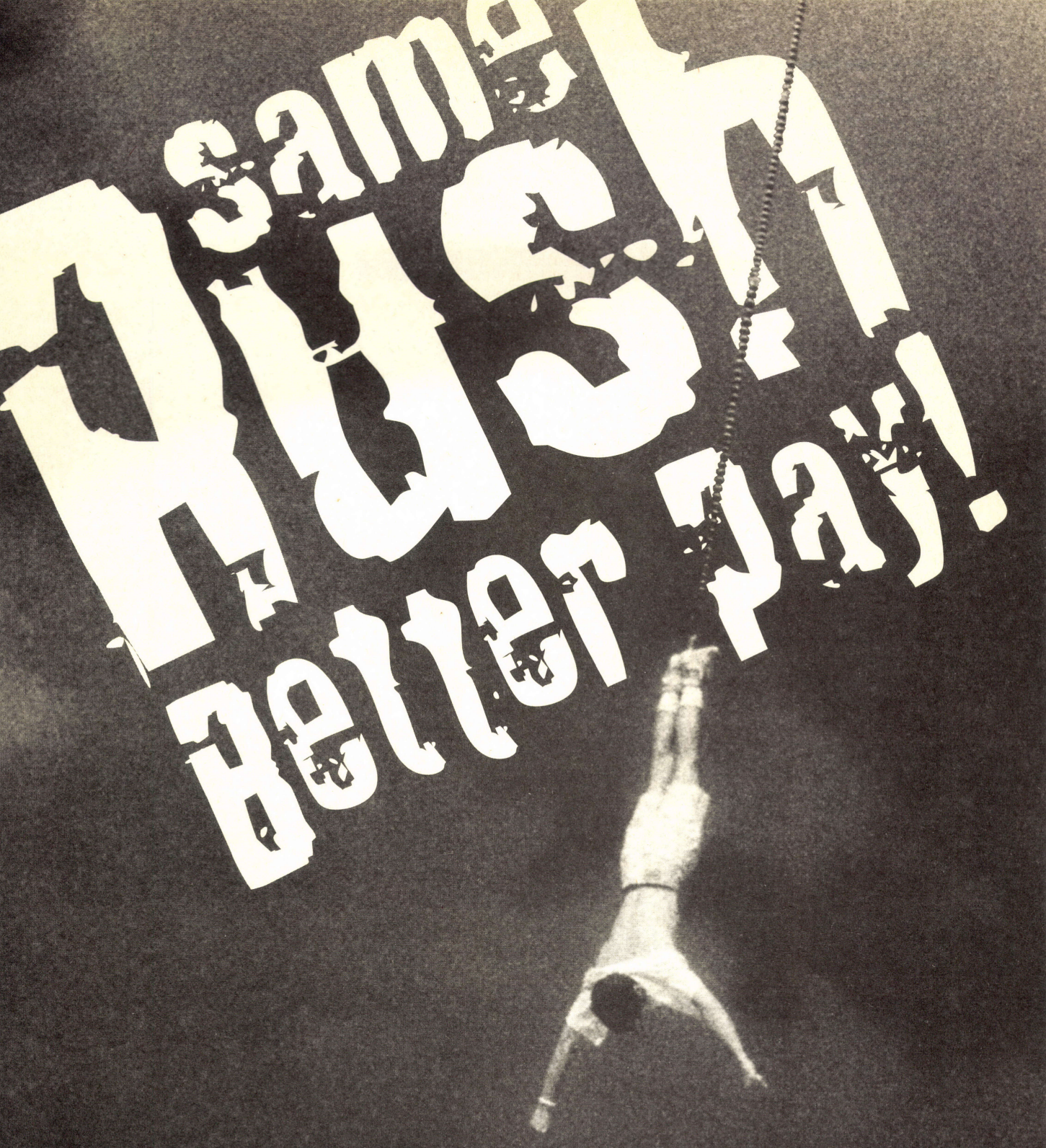






KING

Believe it or not, the second Boss in the game is the toughest one of all. (How come he's not the last one?) Anyway, the reason he's so tough is that he's not around to get hit most of the time. He'll shoot his flamethrower at you for a little while, then go hide while his henchmen do his dirty work to you. The best way to get through this is to shoot him as many times as you can while defending yourself by shooting down the oncoming flames. The guys that come out are a pain because they come out so often. They're very quick with the draw. Don't go too ballistic with the trigger because you'll need your ammo. Pick your shots like a sniper and be patient. He'll go down in no time! Got it?



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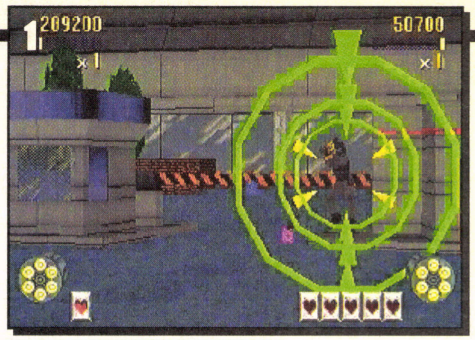
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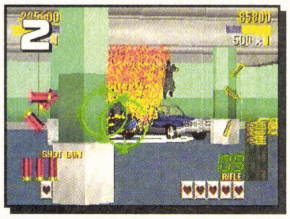
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KONAMI.

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1. Before infiltrating the Syndicate headquarters, you are met by some not-so-friendly thugs. Take them out one by one, making sure not to hit any friendlies. DUH!
2. The underground parking lot is your only way in. You'll come across quite a number of bad guys, but don't sweat it. Some will be taken out like this car, by crashing into some barrels that explode.
3. Inside, there are many bystanders. Wait for these two to clear out before shooting the guy behind them. You don't have much time to shoot, so time it perfectly.
4. All the ruckus can easily make you forget about close attacks. Keep your guard up here after the 18-wheeler crashes through.
5. By this time, you should have a machine gun. Let these guys have it as soon as the doors on the second level open.
6. Don't forget this is an office building with civilians who don't know it's an HQ for the Syndicate. They're everywhere.
7. Just beyond these guys is the elevator to the crime boss' office. Let them have it with the rifle!





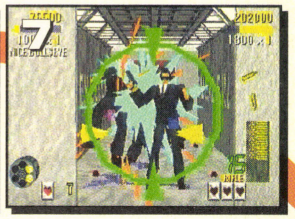


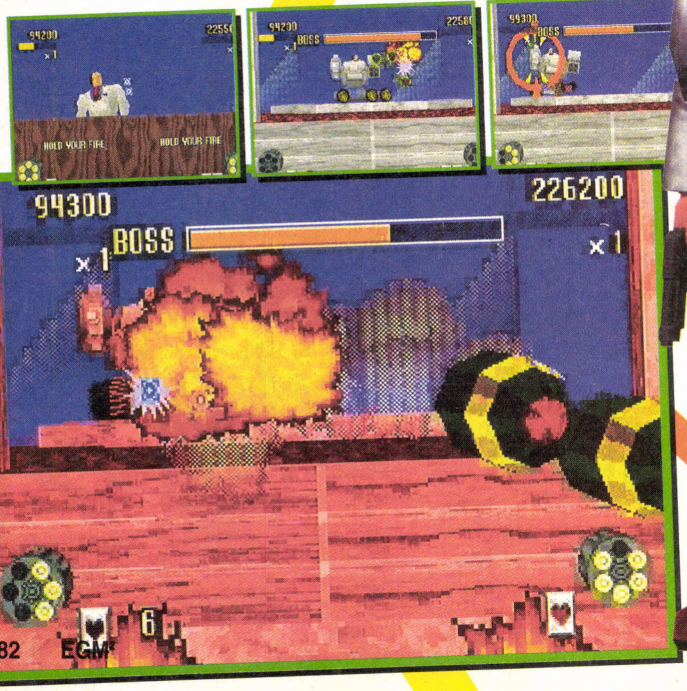












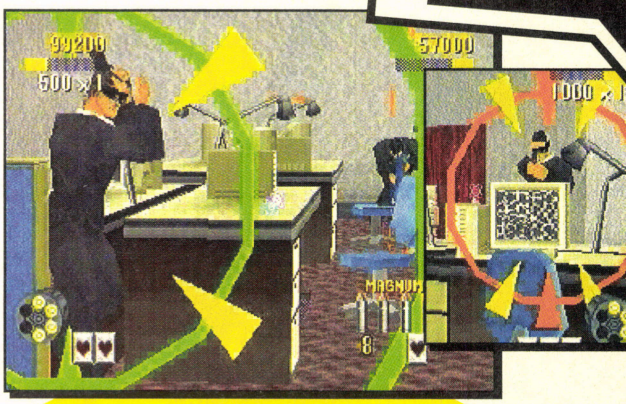


"Are you gonna do something or just stand there and bleed?"

BOSS

This guy is a cakewalk! He'll blow you a lot of hot air, which is all he's got anyway! His arsenal is nothing more than a missile launcher and a little pea-shooting thingamagun. The only weapon you should worry about is his missile launcher. However, it's easy to defend against. Just shoot at each of them once and they're toast. His side gun will have a targeting site before it's shot. Shoot it as many times as you can. Repeat the process and he's dead, baby!

You've arrived at the Syndicate Headquarters. By this time, they're all so p.o.ed that you've annihilated all their men that they're gonna send everyone they've got left after you. It's tough luck for the bystanders who just happen to get caught in the crossfire!

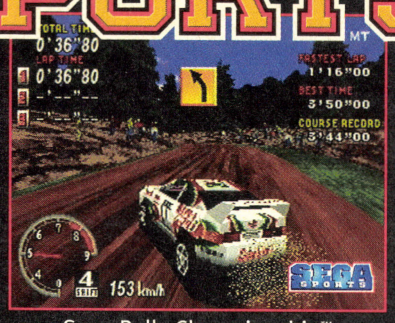


Along with being the toughest stage in the game, the last area is one of the most fun, because not only can you take out the bad guys, but you can also relieve stress by destroying the building's furniture, windows and computer screens. It's good to be bad!

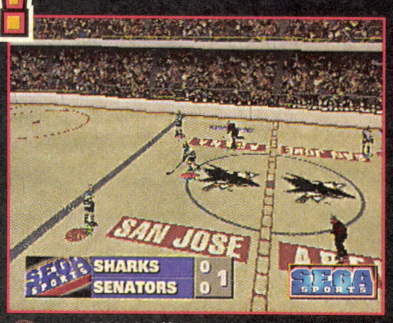
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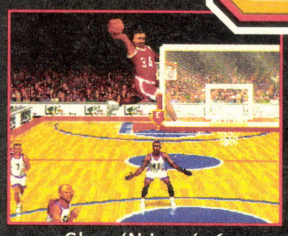


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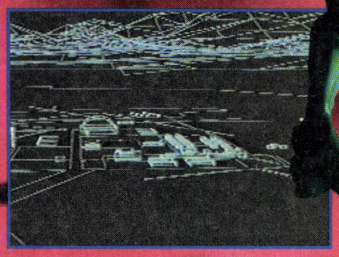
AREA 1

STRATEGY TALK

Besides the cool, scrolling backgrounds and the whole kick @$$ story line, there are tons of secrets to find! Think of the most insignificant detail in the game, such as windows in the background or a small blue light to the side of the screen, and aim for it because at some point, they all do something. Unfortunately, it will take you a while to find the right set of windows or boxes, but you can shoot just about anything in the game! One problem with the game is that there isn't much variety of different power-up types. Shotgun, auto shotgun, grenades, Gatling guns and larger clips for your pistol are it.

—Mark Hain



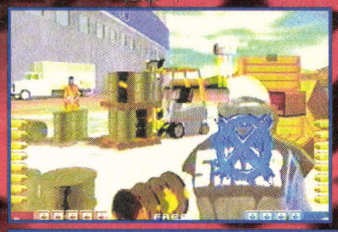


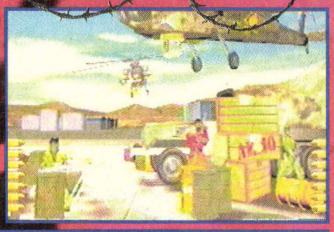


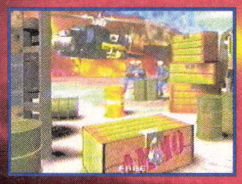




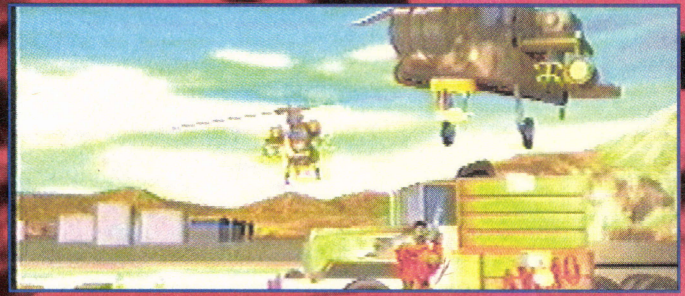




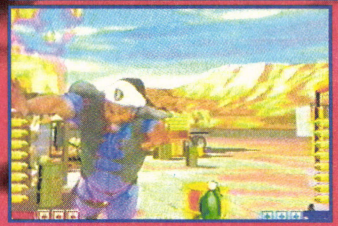








Area 1 is pretty simple. You and your insertion team get dropped from a helicopter and start blasting zombified humans. There aren't many power-ups here since there aren't many enemies. You also get your first idea of how cool the scaling effects are as the camera pans to the right, helicopters fly over constantly and you make your way to Area 2 inside the hangar. Area 1 also has the largest amount of normal humans to watch out for.

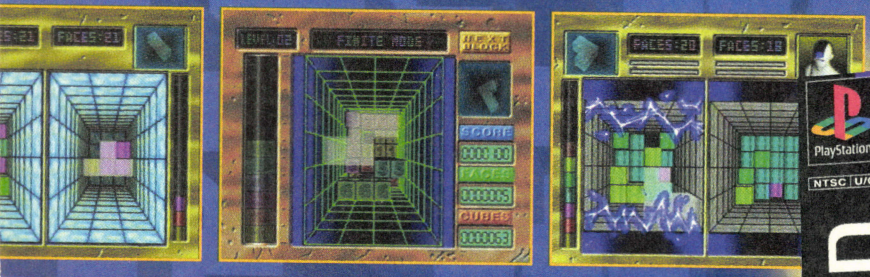




Mental Block?

If old puzzle games leave you feeling flat,

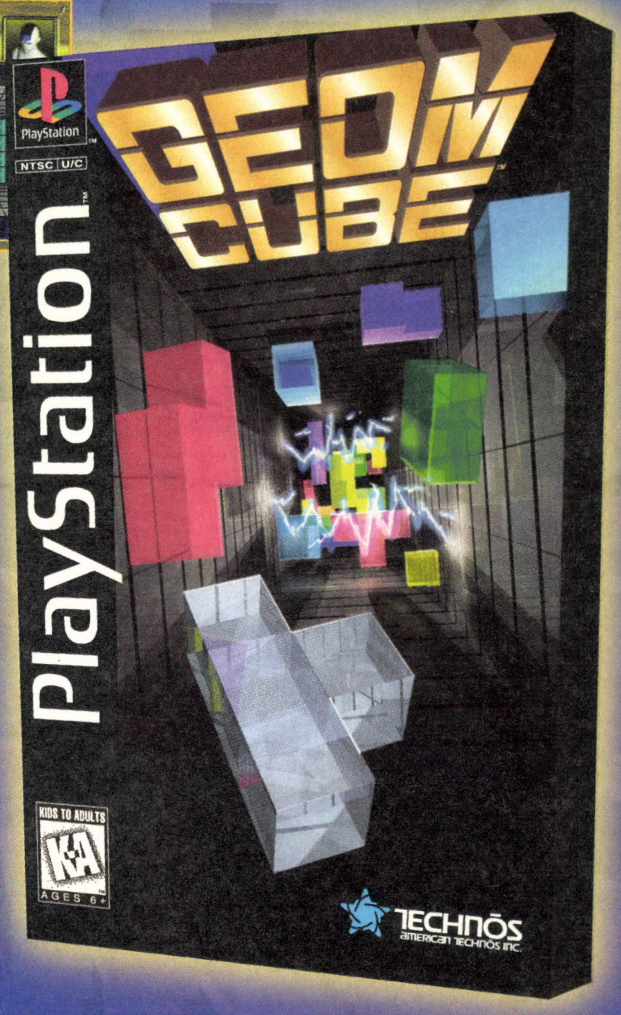
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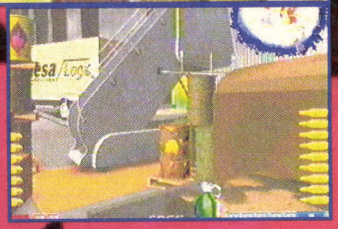
1 or 2 Players

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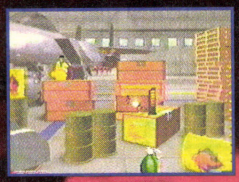






AREA 2




This area is a pretty good sized area to be only the second level. This is where you go for all the windows in the back to get to the Chow Palace bonus area (which by the way is the only area where you can see a stage 2 alien, in between zombified humans and full-fledged Kronomorphs in area 4 and above). This is also where you shoot the three blue emergency lights to get to the HQ area. Lots of ammo boxes and gun power-ups are here as well.

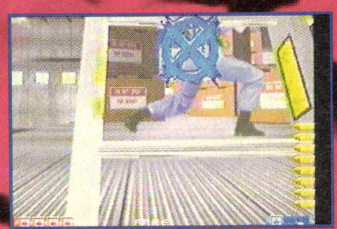
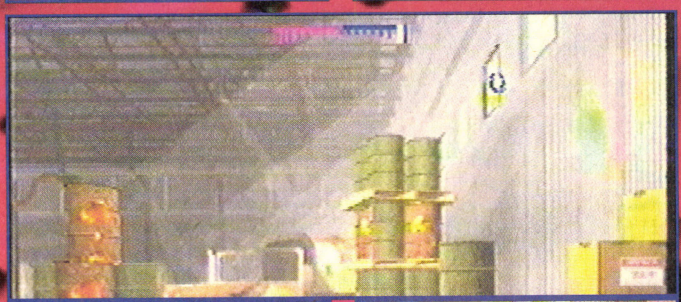
AREA 3







Area 3 is still the hangar; however, you gain some height going up a ladder. Between Area 2 and 3, you also get your first idea how deadly the color purple is in this game. Anytime you see an alien, zombified human or Kronomorph in a purple outfit, you know you're going to have to plug 'em five to 10 times before taking them down. Luckily, it takes skill because they always either throw things you have to hit as you strike them or just don't attack outright.



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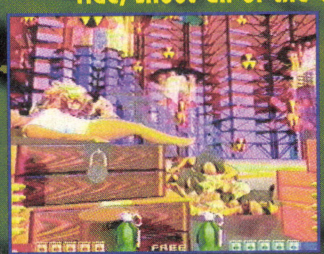
As was previously stated, there are tons of secrets in Area 51. Here are a few to get you started:

In the hangar, shoot out the three blue "emergency" lights. There is one to the left and two to the right of the red tractor track.

Try to get all of the windows at the back of the hangar. This will open up the best super room called "Chow Palace."

When you get into the admin. building, shoot out the first Exit sign and the first three ceiling lights.

On the back tarmac, after you crash through the Stop sign on your way to catching the helicopter ride, shoot all of the exploding barrels and crates.



Chow Palace is the best bonus stage by far!



Enter their headquarters and blow 'em off the pot!

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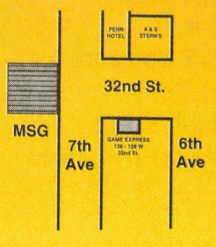
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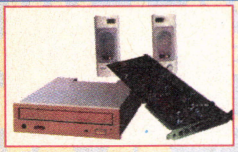
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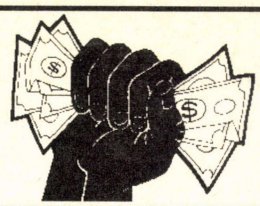
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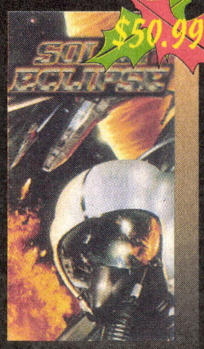
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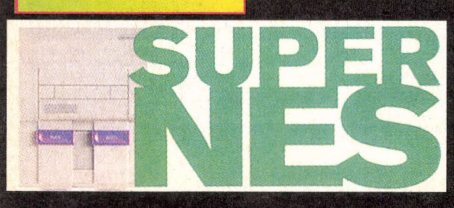
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Mystery Word Grid

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		E			___
P	I	N	C	H	W
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

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BREAK .....Z	PUNCH .....S	SPRAY C	TURBO V
STOMP .....T	STAND .....R	PRESS .....E	DREAM ....O
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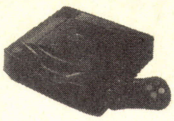
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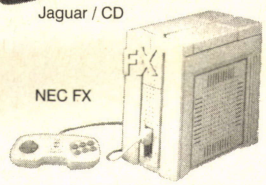
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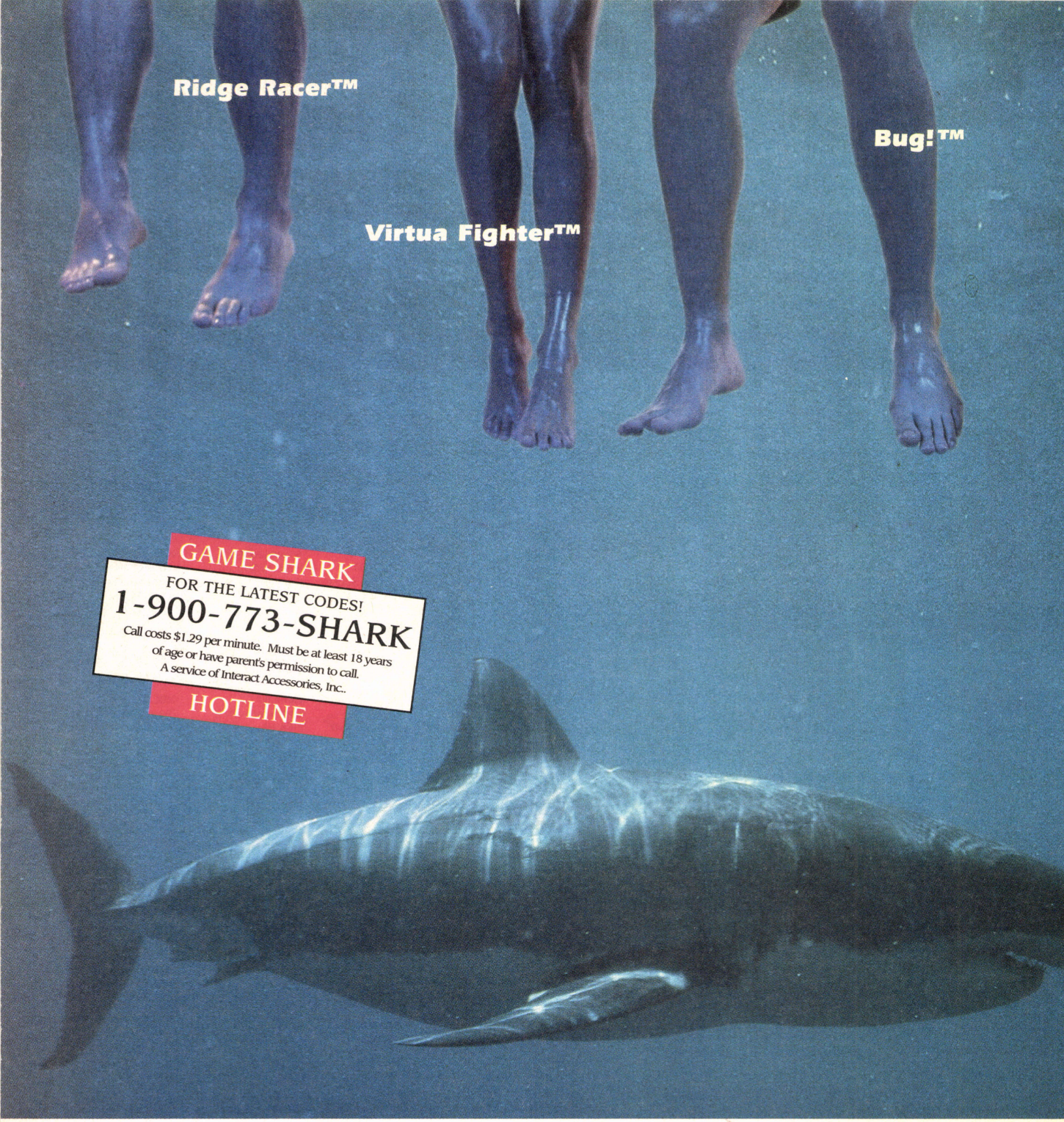
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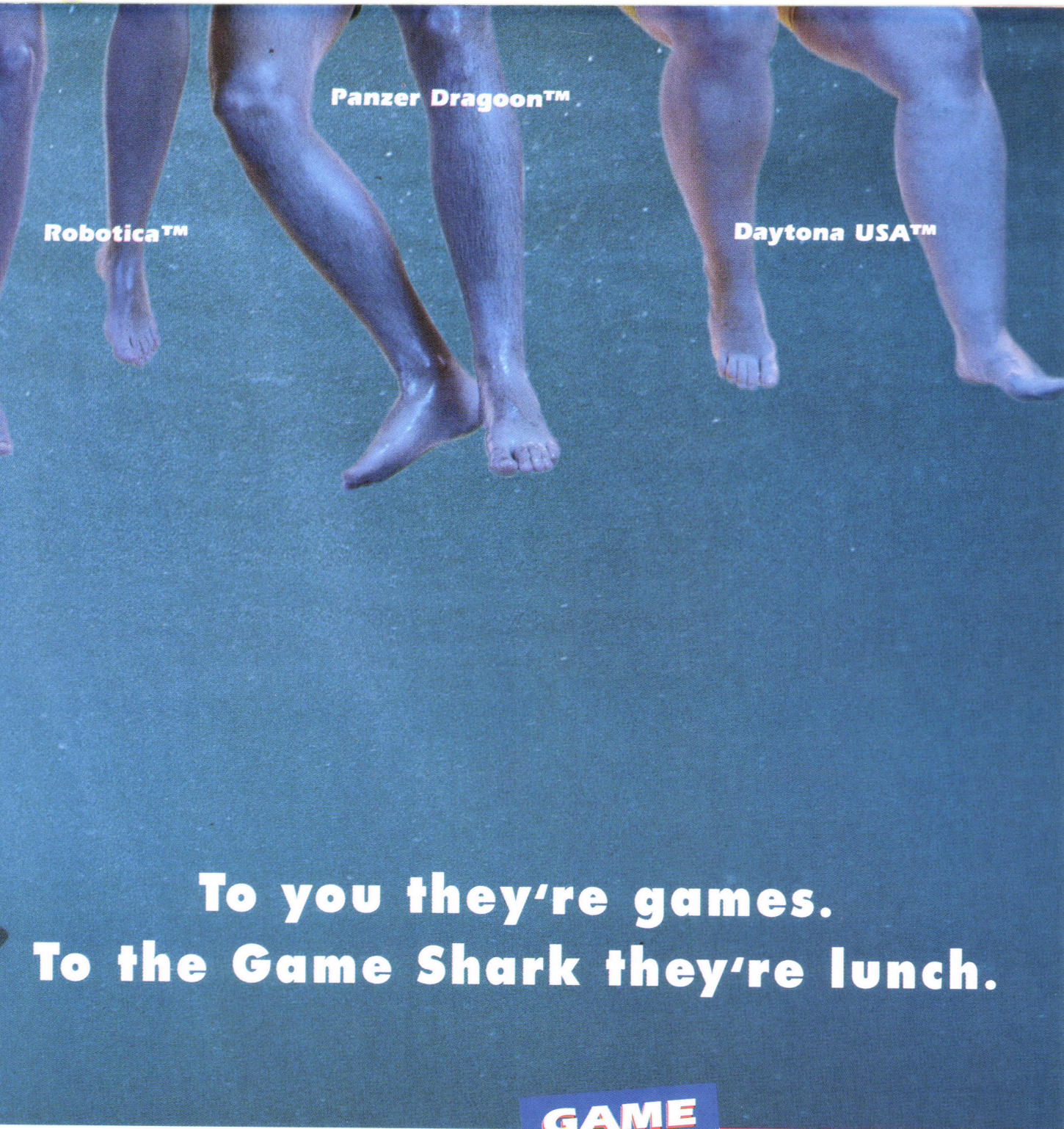
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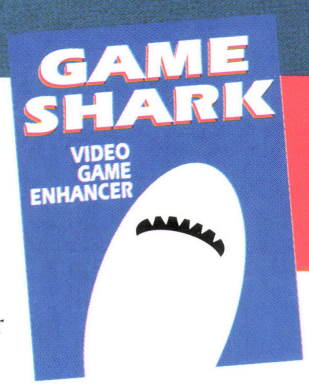
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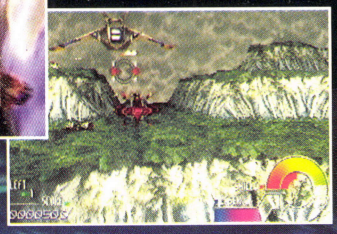
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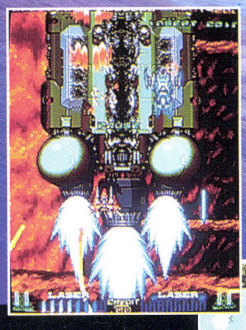
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